

# Real-time payments is NOT just about speed: decision to enhance the payments infrastructure is often made based on a combination of factors

## Examples

1 Increased Competition / Innovation



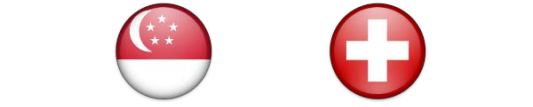
2 Cost Savings from Non-Speed Features



3 End User Demand



4 National Policy / Macroeconomics



5 Cross System Interoperability



6 Driving Ubiquity



7 Systemic Risk



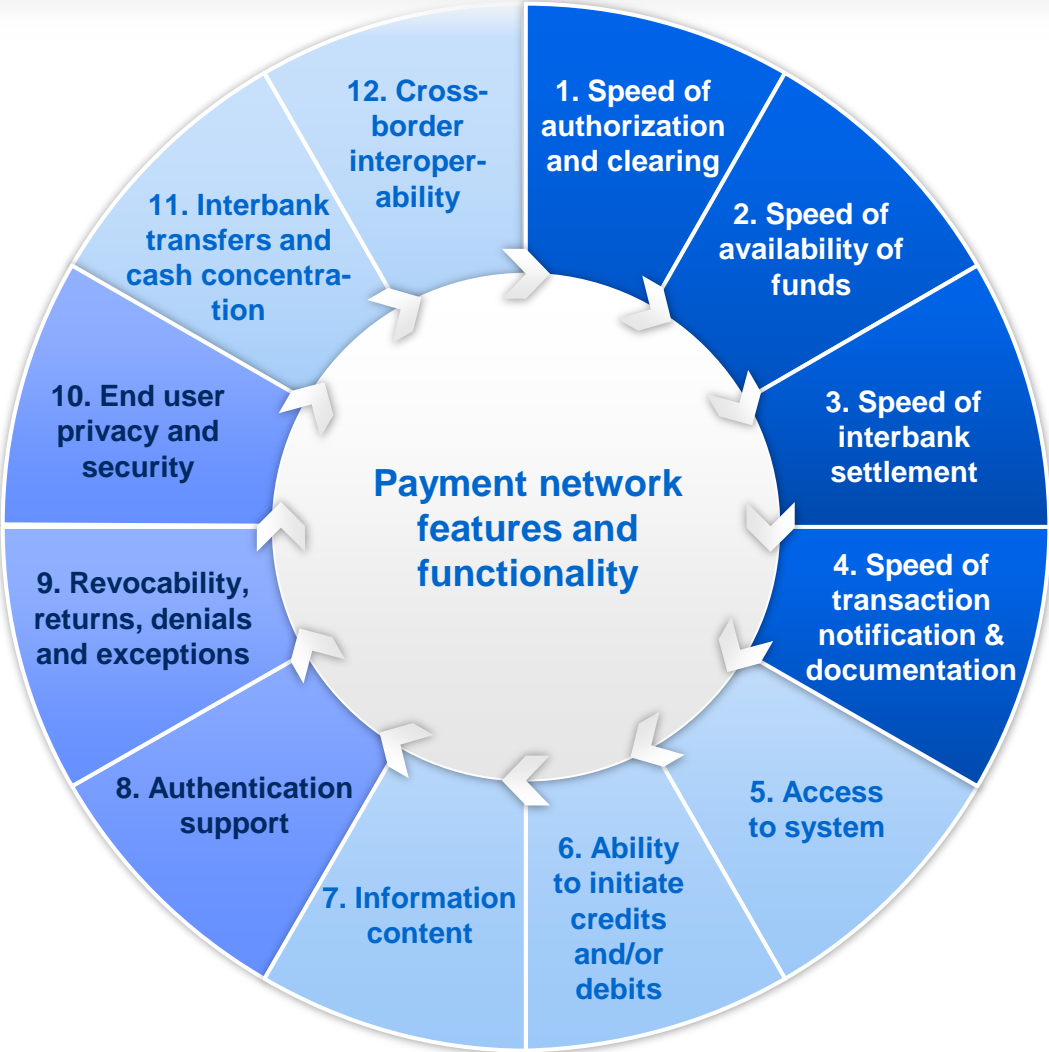
8 Reduction of Cash-Based Economy



# New payments products and services will need to address a range of value add features – in addition to speed features – in order to drive adoption

Primary feature functionalities of payment networks

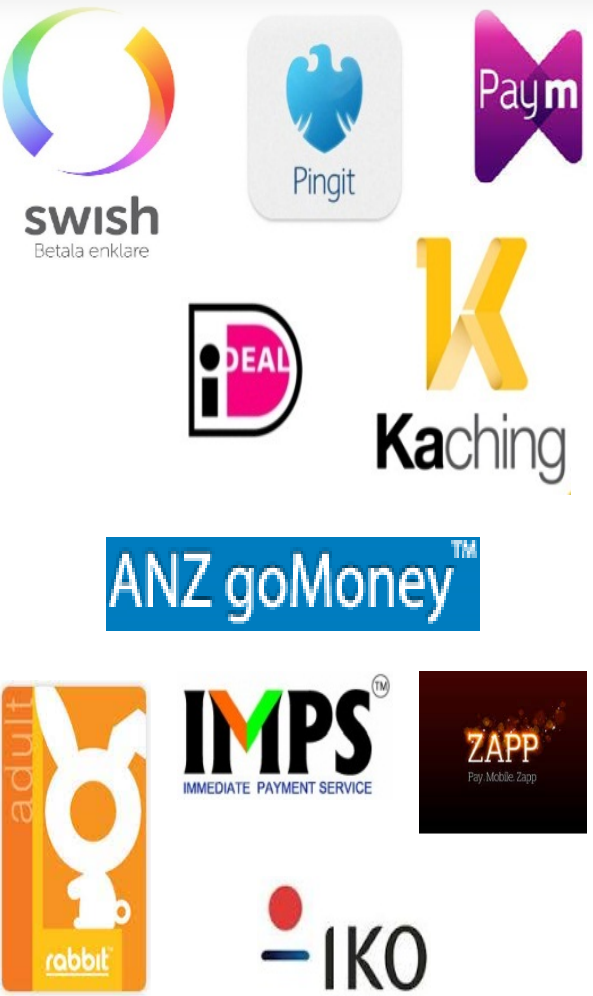
■ Speed features ■ Additional value add features



# Changing payments infrastructures should address concrete applications

Emerging real-time payments solutions ...

... can address various use cases where cash and paper usage still dominate



Need for increased efficiency/effectiveness (other than speed)

