

Web Payment Tokens

A generic token for payments on the web

What is a token?

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- **The most overloaded jargon word in technology?**

Bearer token

Auth token

Gateway Token

Payment token

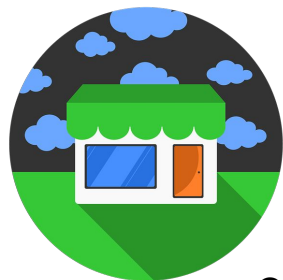
Network token

Token of appreciation

Payment tokens

- Represent the authorization of a payment(s)
- “*Redeemable*” by the payee on a **specific** network
- Produced by the payment authorization authority
- Network rules dictate how a token is redeemed
- Token data is mostly **opaque** to payee systems

Payment flow



Please pay me \$100. I accept payment tokens!



Here's a token that proves I have authorised a \$100 payment to you.

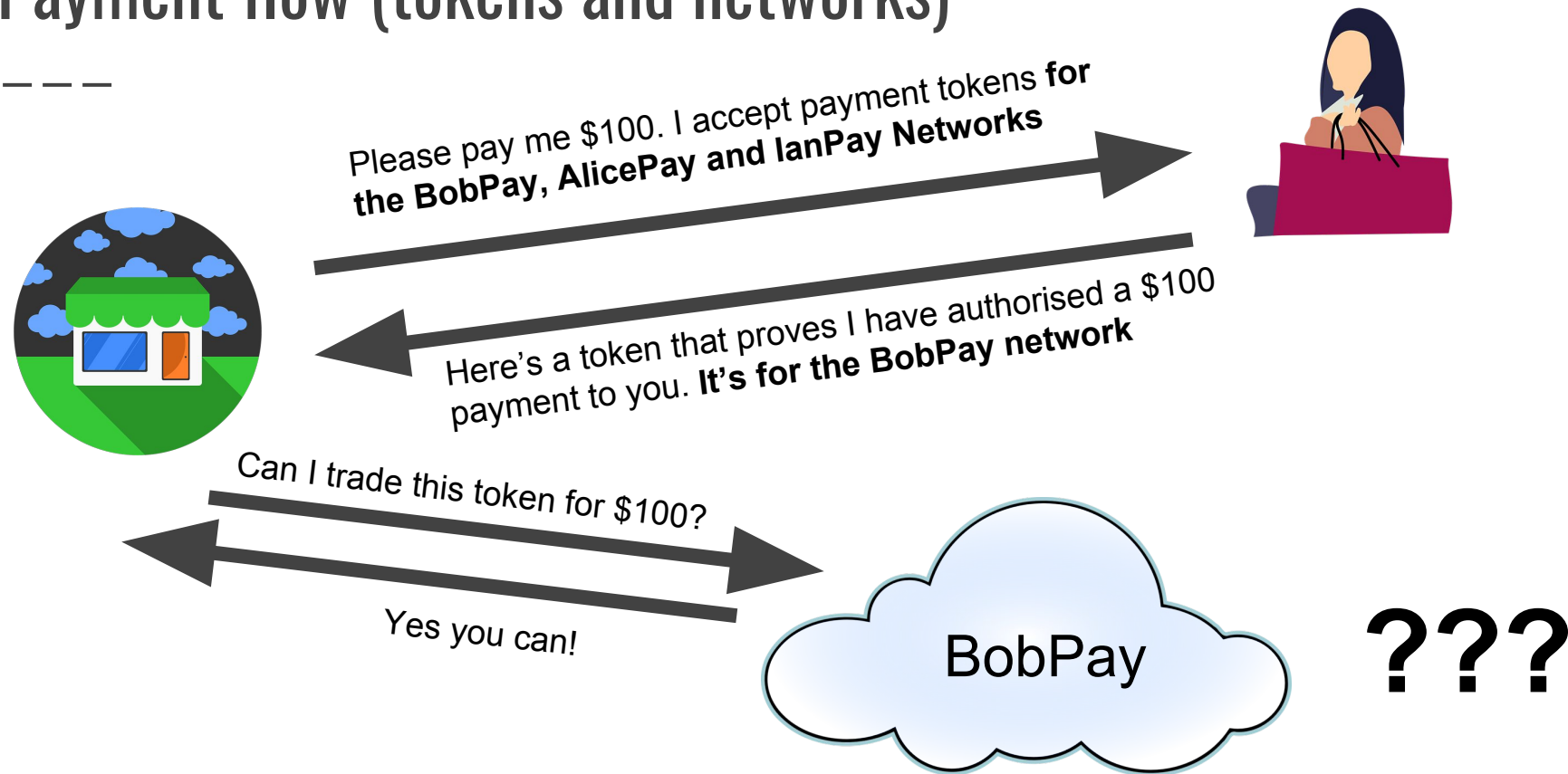
Can I swap this token for \$100?

Yes you can!



???

Payment flow (tokens and networks)



Push Payments Suck (almost as much as Pull)

- Merchants lose all control of flow
- No retry/cancel
- Integration at multiple places in the flow
- Recurring payments



Pre-authorized push is the best!

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Push

- Customer authentication (secure or risk based)
- Push from source of funds (no reversals or disputes)

Pre-authorized (pull-like)

- Merchant controls flow
- Interop is simple at for intermediaries (browsers)

Tokenization spec (request)

```
const methodData = [{
  supportedMethods: [ 'token' ],
  data: {
    supportedNetworks: [ 'mastercard', 'visa', 'amex', 'discover',
'jcb', 'unionpay', 'ideal', 'sofort', 'interledger', 'quirky-domestic-thing' ],
    usageType: 'one-time',
    payeeID: 'https://best-pink-sock-store.com',
    keyProviderURL: 'https://pspKeyProvider.example/tokenizedCardPublicKey' ,
  }
}];
```


Tokenization spec (Response)

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```
{  
  label: "Mastercard ***6789",  
  network: "mastercard",  
  details: "QWxobHZ4bU4yWkt1QUFFU05GWjRHb0FCRke9PQ==" ,  
}
```

Tokenization spec (Response)

```
{  
  label: "Mastercard ***6789",  
  network: "mastercard",  
  details: "QWxobHZ4bU4yWkt1QUFFU05GWjRHb0FCRke9PQ==" ,  
}
```



NETWORK SPECIFIC. OPAQUE TO THE MERCHANT

Proposal

A single unified tokenization and encryption spec

Leverage existing web token standards (JWT, JWE)

Leave network specifics... to the networks

Make implementation by browsers simple