



BE SMART FROM THE START

# Validating Digital Onboarding solutions through CrowdTesting: the phygital case in CRIF

## The Speakers



Filippo Leccardi Senior CSM @UNGUESS





#### Dario Carmignani Director @CRIF



#### **UNGUESS** The crowdsourcing

The crowdsourcing platform for effective testing and real insights

CRIF & Phygital solutions





#### Roadmap Test

Understanding the needs to define the best solutions

#### Solution & Results

Summarizing Crowd-based results





### **UNGUESS** The crowdsourcing

The crowdsourcing platform for effective testing and real insights









# What we do and How

**WHAT:** UNGUESS is the crowdsourcing platform for effective testing and real insights. Fast and at any time needed.

**HOW**: Unleashing the power of our engaged crowd\* (tryber.me)

\*: global online communities of real humans.







# What we do and How



Thanks to our **DIGITAL PLATFORM**, we optimize how to find the **RIGHT PEOPLE** to answer your needs.

Leveraging our **BUSINESS EXPERIENCE** we master how to find the **SOLUTIONS** you are looking for.





Thousands of highly engaged humans. Thousands of different devices available. Active presence in more than 100 countries.







# CRIF & Phygital solutions









#### OUR MISSION AND VISION

MISSION / The mission that drives CRIF is to create value and new opportunities for consumers and businesses by providing reliable information and solutions, allowing more powerful decisions and accelerating digital innovation.

VISION / Since 1988, we have been responsibly supporting our clients locally in their everyday financial journey, through trusted information, advanced cutting-edge solutions, and unique expert knowledge.



#### **CRIF AT A GLANCE**



82,000+ Business clients

**1,000,000+** Consumer clients

use CRIF services in 50 countries





## CRIF GLOBAL TECHNOLOGIES IS THE IT ENGINE OF CRIF, YOUR TRUSTED FINTECH PARTNER

CRIF Global Technologies is able to serve all organizations, responding to their needs by combining the **reliability**, **compliance**, and **global approach** of a large trusted company with the **innovation**, **scalability**, and **flexibility** typical of Fintech companies



#### **CRIF Digital Customer Journey Digital onboarding**





#### **COMPONENTS**

- Biometric remote 0 Identification
- Digital Document 0 Acquisition
- KYC & Anti-money Laundering
- Electronic Signature
- Remote collaboration/selling (Digital & Human touch)
- Digital Footprint 0



#### **BENEFITS**

- 80% conversion rate in 24 hrs
- Time to complete end-to-end process: < 5 mins
- $\circ$  > 75% accuracy fo liveness detection and document detection
- -60% dropout rate pending video identification;
- -70% impersonation fraud thanks
  - to #ANTITAMPERING &
  - **#ANTISPOOFING** measures
- - 40 % recycling of the practice thanks to KYC controls





#### 

#### **CUSTOMERS**

#### 20+ players 0



#### **PARTNERSHIP**



DOOC

## FOCUS ON: enabling technologies

#### **IIVF** ACQUISITION



....

٠

....

٠

**OCR** processing of images of identity documents to extract the information contained in them.

**AUTOMATIC ACQUISITION & ANTI-TAMPERING** 

#### **COHERENCE CHECKS**

performed on the OCR reading result, between release and expiry dates, between data contained in the ICAO code and check digit in MRZ (Machine Readable Zone)



CONTENT

ANALYSIS

#### **VIDEO SELFIE & ANTISPOOFING**

validation through Liveness Detection and PAD (Presentation Attack Detection) measures, to reject "attack" attempts aimed at deceiving the system by replacing the real person with a photo, a video or a mask as per ISO / TEC 30107 standard



#### **AUTOMATIC COMPARISON**

between the image of the face on the acquired identity document and the image of the subject's face captured during the videoselfie





Identification document images. Advanced algorithms are applied to validate security markers (logos, positions of characteristic elements, on the plastic), as defined by the **PRADO standards** (Public Register Of Authentic Identity And Travel Documents Online of the Council of the European Union).









#### Roadmap Test

Understanding the needs to define the best solutions





#### Quality

The solution must work well, without showing or creating problems to the user that expects to be driven through the process.



#### Ethics

The solution can't be biased, the algorithms must perform well with every Ethnicity, even if not very represented in Europe.







#### Security

The algorithms must detect a spoofing tentative, even if perpetrated with different techniques.

page

014



#### Quality

The solution must work well, without showing or creating problems to the user that expects to be driven through the process.













#### Quality

The solution must work well, without showing or creating problems to the user that expects to be driven through the process.

# How did CRIF approach Quality to be ready for Crowd validation?

A dedicated QA team is part of the project team Every product release or delivery is comprehensively tested under many aspects

Testing of new features and releases
Compatibility testing for new beta releases of the Mobile operating systems
Device compatibility testing via the internal mobile lab
First internal check on antispoofing algorithms









The solution can't be biased, the algorithms must perform well with every Ethnicity, even if not very represented in Europe.











#### Security

The algorithms must detect a spoofing tentative, even if perpetrated with different techniques.











#### Quality

The solution must work well, without showing or creating problems to the user that expects to be driven through the process.



The solution can't be biased, the algorithms must perform well with every Ethnicity, even if not very represented in Europe.

**BUG FIXING & UX/UI ADJUSTMENTS** 

TRAINING OF THE ALGORITHMS







#### Security

The algorithms must detect a spoofing tentative, even if perpetrated with different techniques.











# Solution & Results Summarizing Crowd-based results



## Quality Bug Hunting & Customer Feedback

Testers were asked to leave Usability feedbacks during the first attempt to complete the process

Testers identified:

	<b>BUGS</b> accepted	Duplicated Bugs	Unique Bugs
iOS	45	14	31
Android	41	21	20
MacOS	6	2	4
Windows	4	1	3
	96	38	58





#### **BUG FIXING & UX/UI ADJUSTMENTS**

#### 50 testers

#### • 75% Smartphone

- o 50% Safari
- 40% Chrome
- 10% Samsung Browser

#### • 25% PC

- o 50% Safari
- 30% Chrome
- 10% Firefox
- 10% Edge

#### Tester Counter: 50

page

021

- Testers were asked to go through the process at least 20 times by changing as much as possible the following combinations:
  - Outfit or hairstyle
  - Brightness: High, Medium, Low
  - Environment: indoor / outdoor
  - Moment of the day: day / night
  - Background















**REVIEW THE INSTRUCTIONS** 





TRAINING OF THE ALGORITHMS

#### 50 testers



- 40% Female
- 40% non-Caucasian
- minimum 20% from each group of age (18-35, 36-53, 54-70)

Tester Counter: 100

- Testers were asked to go through the process at least 20 times by changing as much as possible the following combinations:
  - Outfit or hairstyle
  - Brightness: High, Medium, Low
  - Environment: indoor / outdoor
  - Moment of the day: day / night
  - Background















**REVIEW THE INSTRUCTIONS** 







- Testers were asked to go through the process at least 20 times by changing as much as possible the following combinations:
  - Outfit or hairstyle
  - Brightness: High, Medium, Low
  - Environment: indoor / outdoor
  - Moment of the day: day / night
  - Background















**REVIEW THE INSTRUCTIONS** 





TRAINING OF THE ALGORITHMS

#### 50 testers



- 40% Female
- 40% non-Caucasian
- minimum 20% from each group of age (18-35, 36-53, 54-70)

Tester Counter: 100

Testers were asked to go through the process at least 20 times by changing as much as possible the following combinations:

Run Again

- Outfit or hairstyle  $\bigcirc$
- Brightness: High, Medium, Low Ο
- Environment: indoor / outdoor Ο
- Moment of the day: day / night Ο
- Background 0



**REVIEW THE INSTRUCTIONS** 





TRAINING OF THE ALGORITHMS

• 40% non-Caucasian

• minimum **20%** from each group of **age (18-35**, 36-53, 54-70)

Tester Counter: 200

## Security Data Collection - Spoofing

- Testers were asked to go through the process at least 20 times by putting in front of the camera an image of them displayed on different supports such as:
  - PC
  - Tablet
  - Smartphone
  - $\circ$  TV
  - Paper and Photographic Paper
  - Passport Photo
  - Photo on an ID Document
  - 2-3 times per support!







TRAINING OF THE ALGORITHMS

#### 50 testers



- 40% Female
- 40% non-Caucasian
- minimum 20% from each group of age (18-35, 36-53, 54-70)

Tester Counter: 250

### Summarizing crowd-results obtained



#### Does it work? Is the process clear and simple?

58 Unique bugs discovered 50 testers tried the process and shared their first thoughts and impressions



#### 5Vs of Data of people trying the process

2.000 tentatives were made by our tester, for each one we collected at least 30 seconds of images at 30 fps



#### 5Vs of Data of people making spoofing attempts

Around 1.000 attempts were made by our tester, for each one we collected at least 120 seconds of images at 30 fps











250 combinations of devices-browser



over 1 million images collected



at least 2.700 onboarding made

### Summarizing crowd-results obtained





#### 5Vs of Data of people making spoofing attempts

Around 1.000 attempts were made by our tester, for each one we collected at least 120 seconds of images at 30 fps











250 combinations of devices-browser



over 1 million images collected



at least 2.700 onboarding made

### Summarizing crowd-results obtained



#### Does it work? Is the process clear and simple?

58 Unique bugs discovered 50 testers tried the process and shared their first thoughts and impressions



#### 5Vs of Data of people trying the process

2.000 tentatives were made by our tester, for each one we collected at least 30 seconds of images at 30 fps



#### 5Vs of Data of people making spoofing attempts

Around 1.000 attempts were made by our tester, for each one we collected at least 120 seconds of images at 30 fps











250 combinations of devices-browser



over 1 million images collected



at least 2.700 onboarding made

#### **Enabling factors** It's always a team work



#### Coordination

#### Instruments

#### Communication

The process of describing needs and discussing solutions is fundamental to providing value.





Timings and activities must be planned together in order to reduce complexity and inefficiencies.

CRIF created an ad hoc version of the digital product to collect all the images with metadata associated.



Let's keep in touch!







f





#### **ANY QUESTIONS?**