

IDEMIA Online Gaming Vault

Ensuring online gaming compliance for data traceability and secure data storage



A turnkey online gaming traceability service for fast and cost effective compliance on major regulated jurisdictions

The challenges of traceability compliance

Online gaming operators face multiple traceability challenges with every new jurisdiction:

- › The use of a traceability system is a prerequisite to apply for a license
- › The associated technical requirements are multiple and complex
- › There is no mutual recognition or harmonization between jurisdictions, nor international standards
- › Adapting to each local regulation is time-consuming and costly

In addition, the market window when a jurisdiction opens is short, while technical specifications can be made available late.

Adopting a comprehensive approach to data traceability can help operators manage global digital expansion in the industry and combat associated risks.

Our solution

The IDEMIA Online Gaming Vault is a multi-jurisdiction compliance SaaS offer for online gaming operators. It enables operators to comply with the traceability requirements from multiple regulated countries with a single provider.

IDEMIA's Online Gaming Vault is the only digital vault service compliant with requirements in Bulgaria, Colombia, Denmark, France, Germany (Schleswig-Holstein), Portugal, Romania, Spain and Switzerland.

IDEMIA continuously monitors regulatory changes to maintain its service compliance and add additional jurisdictions as they arise. To date, we have expanded our solution to meet regulations in the Netherlands, Greece, German Landers beyond Schleswig-Holstein, Argentina, and more.

Benefits



Quick time-to-market

- › Compliance and availability guaranteed as soon as market opens



Cost-efficient

- › Development cost spread across jurisdictions and operators
- › No server to manage
- › Regulation adaptation cost included



Compliance as a Service

- › Gaming license application, technical integration and certification support
- › Optional regulatory assistance after go-live
- › Continuous regulation monitoring and vault adaptation included
- › Managed services with 24x7 support

Why IDEMIA?

- › Trusted by 9 out of 10 TOP Power 50* operators
- › 90+ online gaming operators connected to our platform and running live
- › Already integrated with key gaming providers

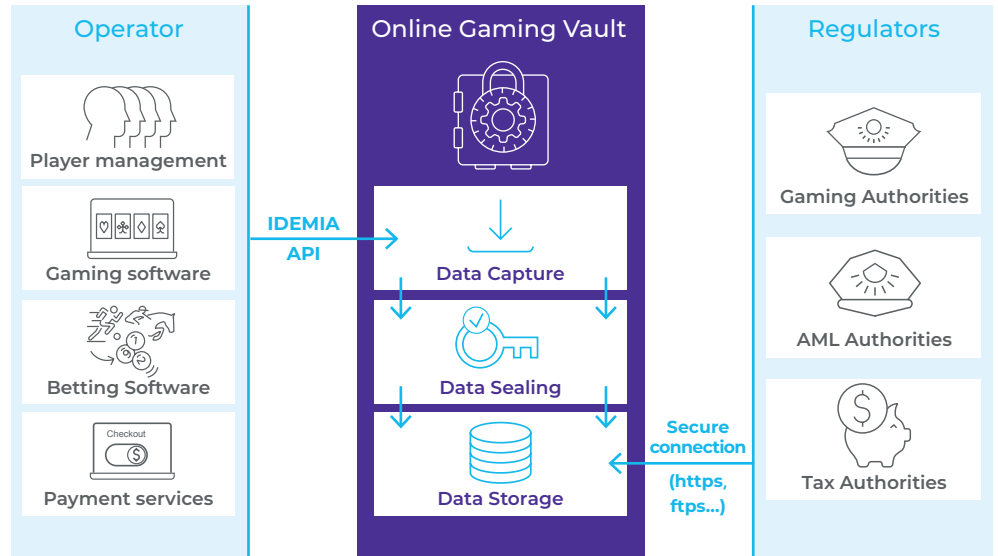
- › Only digital vault supplier compliant with the requirements in France, Denmark, Spain, Germany (Schleswig-Holstein), Bulgaria, Romania, Portugal, Colombia and Switzerland

*eGaming Review's top fifty most influential Internet Gaming companies

Easy integration

IDEMIA provides a single integration point to the gaming operator, via standard technology APIs. IDEMIA's Online Gaming Vault SDK includes documentation, tools and samples.

Pre-integration with the platforms of leading gaming providers makes the gaming platform integration even faster.



Key functionalities



Data capture and adaptation to local regulations

Data is securely captured and validated against the jurisdiction's data model



Record sorting/grouping

Records are sorted and grouped per data type



Chaining, time stamping, sealing

All records are timestamped, chained and sealed to ensure integrity and completeness.

Records are also encrypted and compressed



In-country database replication

When required by the jurisdiction, the database is replicated in-country for local regulator access



Regulator interface

Record extraction tools are provided for record decryption, decompression, integrity check, completeness check, and export



Discover IDEMIA's solution for online gamer identity verification

IDEMIA also provides online gaming operators with compliance solutions for **remote identify verification** for online gaming/gambling, AML, and other applicable regulations, to address use cases such as :

- > Full digital/mobile onboarding
- > Age verification
- > Identification of vulnerable players
- > Identification of high-risk individuals
- > Ongoing identity monitoring