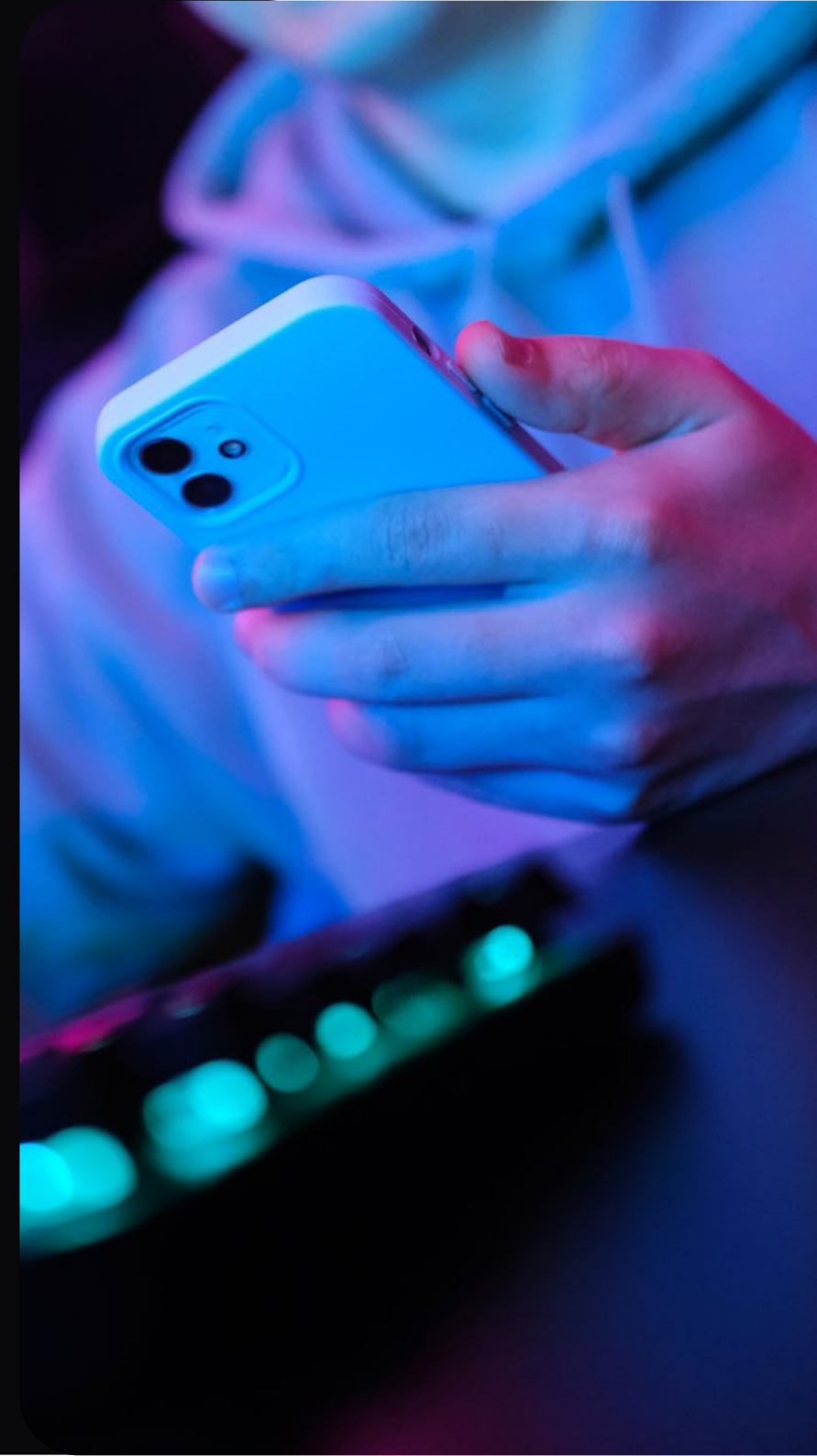




# 3DS Authentication

The Power Move for  
Payment Protection

[pxp.io](https://pxp.io)

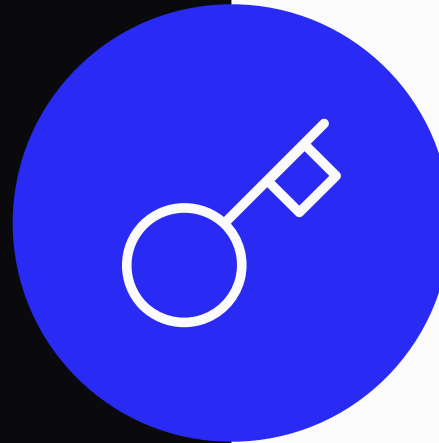


# What is 3DS Authentication?

## 3DS (Three Domain Secure)

**Authentication** is a smart payment security protocol that helps stop fraud in its tracks. By enabling Strong Customer Authentication (SCA), it makes sure only the rightful cardholder approves a transaction, adding an extra layer of safety to online payments.

The latest version of the 3D Secure protocol is called EMV 3-D Secure, or 3D Secure 2.0 (3DS2)—respectively named Visa Secure (Visa) and Mastercard Identity Check (Mastercard). It is currently ready for integration with PXP. It's fully PSD2-compliant and designed to keep things smooth for customers, using frictionless authentication wherever possible.



Compatible with:

VISA



Diners Club  
INTERNATIONAL

# Why Is 3DS Authentication Important?



## 01

### Enhanced Security

It reduces the risk of fraud by confirming the cardholder's identity.

## 02

### Regulatory Compliance

It ensures businesses meet PSD2 requirements, especially for Strong Customer Authentication (SCA).

## 03

### Customer Trust

A secure checkout experience boosts customer confidence and fosters trust.

## 04

### Liability Shift

When successful, 3DS shifts the responsibility for fraudulent chargebacks from the merchant to the card issuer.

## 05

### Reduced Chargebacks

With added verification, fraud-related disputes drop significantly.

# Key Benefits of 3DS Authentication



## 01

### Flexibility

Choose between standalone or integrated services, or both.

## 04

### Improved Conversion Rates

Frictionless authentication reduces disruption during the customer journey.

## 02

### Fraud Defense

Extra layers of security significantly reduce the risk of unauthorized transactions.

## 05

### Scalability

Supports businesses across industries such as retail, hospitality, and gaming.

## 03

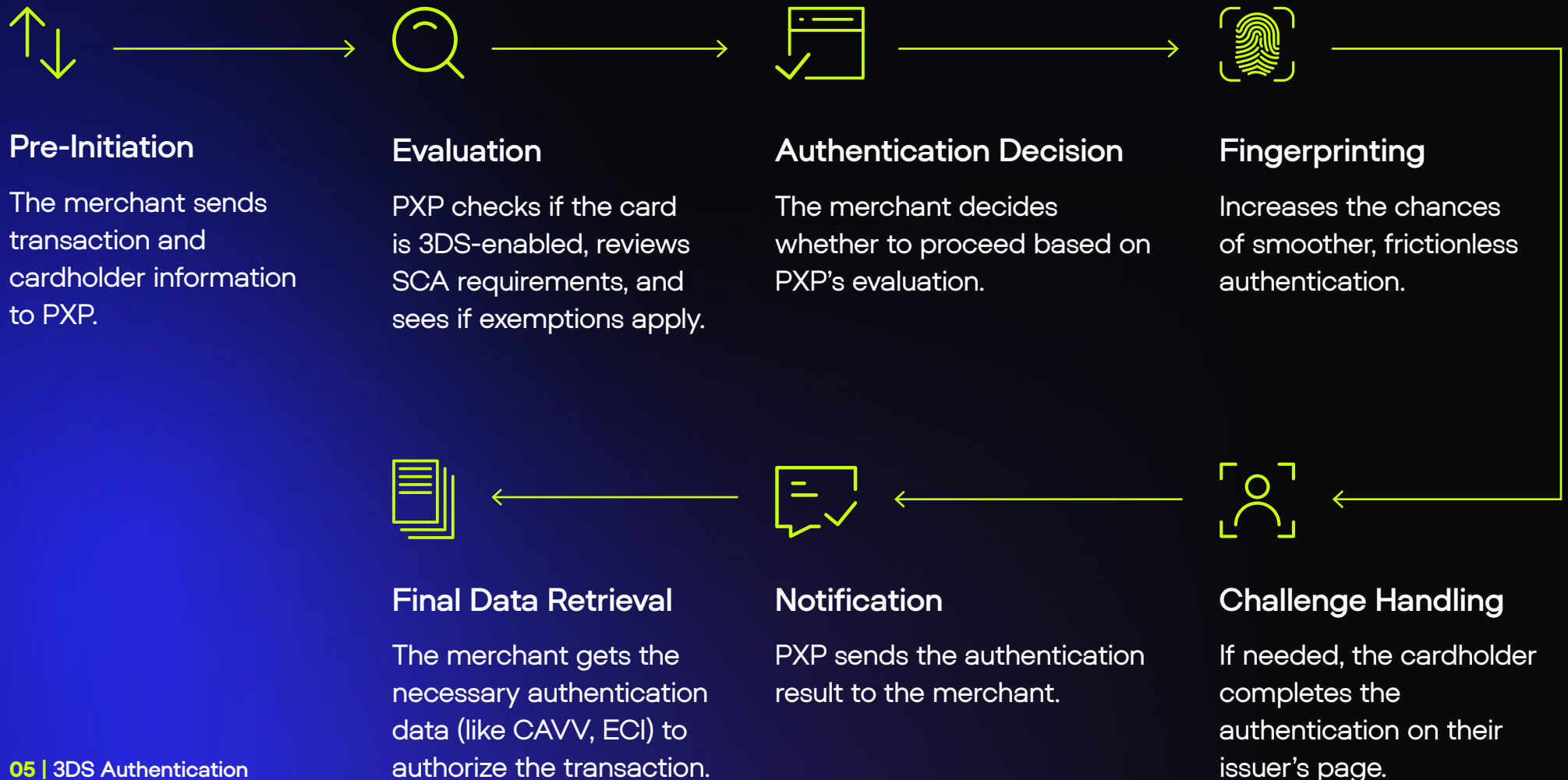
### Simplified Operations

Configure endpoints for notifications and manage exemptions easily.

# How Does It Work?



## 3DS Standalone Authentication



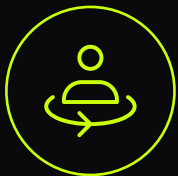
# How Does It Work?

## 3DS **Integrated** Authentication

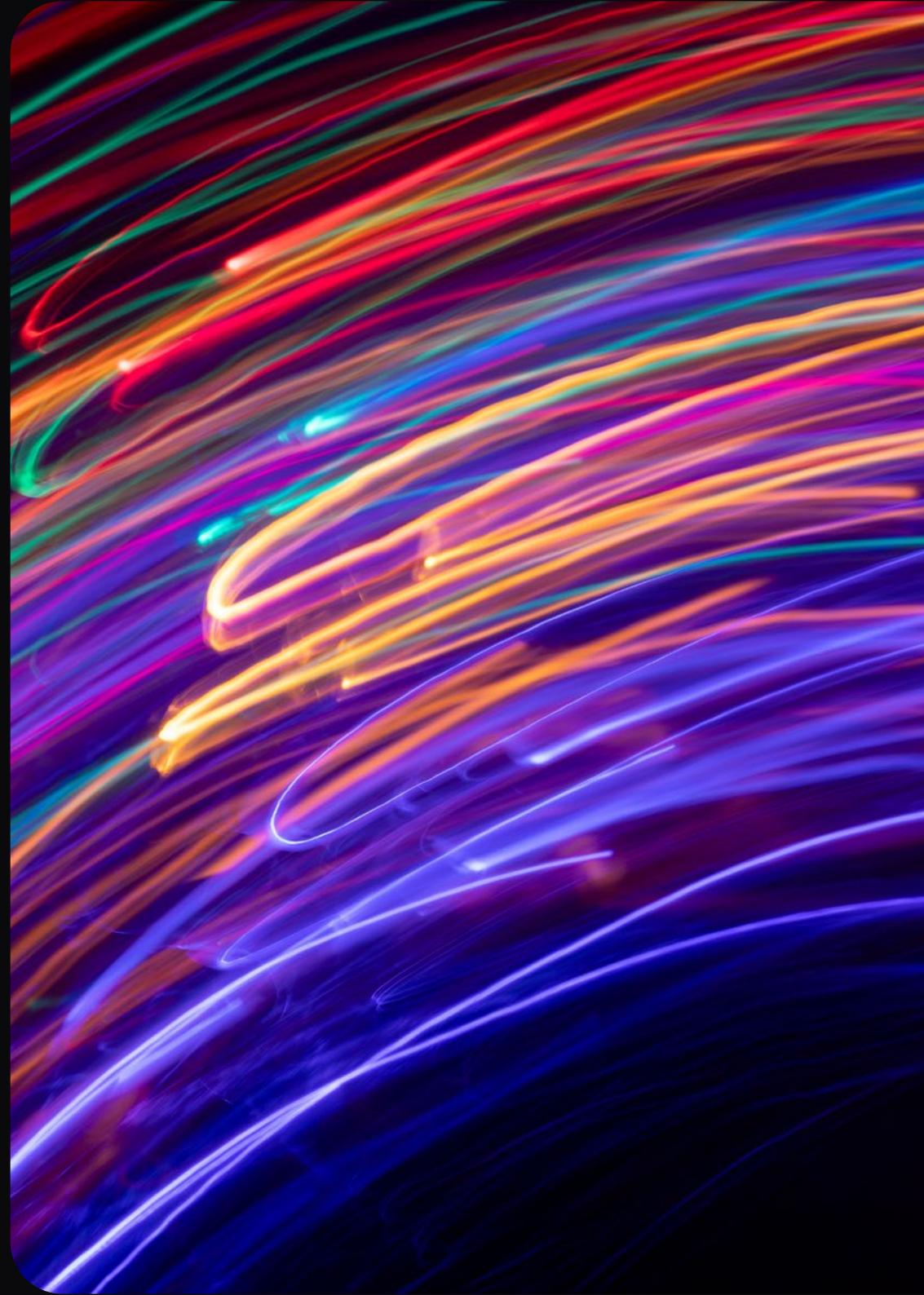
It follows the same steps as standalone authentication but streamlines the process:



PXP handles the retrieval of authentication data for the merchant.



The merchant initiates the transaction directly with PXP, simplifying workflows.



# Why Choose PXP for 3DS Authentication?



## Standalone Microservices

Modular and easy to integrate – connect to PXP only for the authentication service or as a part of a broader integration.



## Developer-First

Crafted with developers in mind for effortless integration and total control.



## Approval Rates Uplift

Uplift your approval rates by applying 3DS2 when and where required. We ensure you are covered globally to meet your business needs.



## Pre-authentication

Manage your risk with the pre-authentication request:

- Gather required data before processing the authentication
- Make an informed decision based on the reply
- Additional flexibility for fine-tuning your SCA flow



## Monitoring and optimisation

We will proactively check and advise you on how best to optimise your 3DS2 performance with our in-house operational team.



# Glossary



## 3DS

Three Domain Secure, a security protocol for online payments.

## SCA

Strong Customer Authentication, a regulatory requirement under PSD2.

## ACS Server

Access Control Server, used by the card issuer for authentication.

## CAVV

Cardholder Authentication Verification Value, unique to each authentication.

## ECI

Electronic Commerce Indicator, denoting the outcome of 3DS authentication.

## Directory Server Transaction ID

A unique identifier for authentication assigned by the Directory Server.

## EMV 3-D Secure or 3D Secure 2.0 (3DS2)

The latest version of the 3D Secure protocol, respectively named Visa Secure (Visa) and Mastercard Identity Check (Mastercard).



# Contact Us

For more information,  
**contact us** or reach out  
to your Account Manager  
directly.



**pxp.io**

