Title: A prototype mobile money implementation in Nigeria.
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Abstract: Researchers have shown that majority of the populace in the developing nations are rural dwellers that do not have access to basic financial services and are poor. This class of people includes peasant farmers and petty traders who rely mostly on remittances from their wards and relations in major cities and abroad to meet their financial obligations at home. The methods of remittances are encumbered with challenges. Mobile money is a tool that allows individuals to make financial transactions using mobile cell phones. Nigeria is one of the fastest growing telecoms nations of the world and the adoption of mobile money will help a great deal to solve the problems associated with remittances. In this paper, we present a short messages services (SMS) and unstructured supplementary service data (USSD) implementation of mobile money implementation in Nigeria modelled using Django and Python as the programming language, MySQL as the data store and Apache hypertext transfer protocol (HTTP) as the Web server. The system made comparative analysis with M-PESA implementation in Kenya: the first mobile money implantation in Africa. Furthermore, the system was tested among a selected few of the populace to evaluate the usability of the design. Findings revealed that the prototype implementation is user-friendly and can be used by all without many problems except for the illiterate populace; hence, the need to have a combined bank and agent-based implementation. This approach will help with time to reduce the number of unbanked populace, which is currently at 80%.