

# MOBILE FINANCE MANAGER

## Continuous Financial Control

Mobile Finance Manager (MFM) integrates three key mobile banking technologies (native downloadable apps for iPhone, Android, and more, mobile-optimized browsers, and SMS) with the latest innovations in mobile technology to give your end users dynamic anytime, anywhere mobile banking. MFM is fully integrated with our Orpheus online banking product.

Because we connect directly and securely with your core, our software is rich with the information your users need. No connection is faster or more reliable.

# MOBILE FINANCE MANAGER

## MFM Brings Tomorrow's Innovation to Your Users' Smartphones Today

CUSG and Access Softek constantly innovate based on mobile hardware improvements, customer requests, and mobile users' wildest dreams. By integrating the latest technology trends into a single, highly customizable solution, MFM offers your users exactly the features they demand.

## Keep Pace with User Demand

By answering the call for full-featured mobile banking, you can attract, retain, and increase users as we approach the "mobile tipping point" – the point where mobile banking's value to users surpasses online banking.

## A Sleek, Intuitive UI

As feature-focused as we are, we have to look great, too. The next generation of MFM takes smartphone innovations — touch and swipe, icons, GPS and camera capabilities — and wraps contemporary functions like actionable landing pages onto an intuitive, clean design.

## Safe and Secure

An array of security measures stands ready to protect sensitive data. From the moment your users sign up, MFM's multi-factor authentication validates their identities and protects their accounts. SSL encryption and thorough fraud detection mechanisms work behind the scenes to keep information safe. And our highly scalable solution includes built-in monitoring tools like Google Analytics integration for 24/7 supervision.

Find out more about Mobile Finance Manager by calling **800.262.6285** or by emailing **Info@CUSG.com**.