How do you design cloud native monetization applications for the communications industry?

What is Cloud Native?
A modern approach to building and running applications
Underpinned by microservices-oriented architecture
Deployed in containers such as Docker
Managed using an orchestrator such as Kubernetes
Incorporates DevOps methodologies and tooling
Takes advantage of modern cloud infrastructure

Cloud Native Key Benefits
Operate more efficiently: maximum compute utilization
Seamlessly manage growth: simpler upgrades and efficient scaling
Increase agility and innovation: offers launched faster and more reliably

How Granular Should Microservices Be in Cloud Native?
Aim should be to:

Cloud Native Examples
Oracle Communications Billing and Revenue Management (BRM)
Cloud native modern monetization: Kubernetes orchestrated and Docker containerized multiservice architecture
- Monetizes any service, industry and business model
- Enables fast and reliable releases with robust pricing design tools and DevOps
- Leverages power of Oracle Cloud Infrastructure and its industry-leading security
- Provides foundation for 5G, network slices and SLA-driven offers

For CSPs with business-critical applications, who typically purchase and operate apps from vendors
- Require network grade availability, easy management and rapid innovation

Best practices are to...
- Use a multi-service architecture
- Deploy core business functions in dedicated multi-replica containers

“As the telecommunications industry prepares itself to take advantage of 5G, architectural agility will be essential to monetize next-generation services quickly and efficiently. With its cloud native compliant, microservices-based architecture framework, the latest version of Oracle’s Billing and Revenue Management solution is well positioned to accelerate CSPs ability to support emerging 5G-enabled use cases.”

JOHN ABRAHAM, PRINCIPAL ANALYST, ANALYSYS MASON

Learn more: oracle.com/modern-monetization