



Campaign:

TinyBit Studios were looking for an ad network to monetize their in-game inventory. Facilitate and deliver immersive in-game brand ads that sit easily within a scene, causing no interruption to the player. TinyBit Studios used AdInMo's SDK to implement native ads within the game.

AdInMo's non-intrusive and natural visual style is a perfect fit and these ads blended seamlessly within the game without interrupting the player's game experience. Additional revenue generated while reviews and ratings were unaffected.



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The idea of putting ads in your games that don't affect your metrics is very appealing. AdInMo's immersive brand ads sit in the background of the gameplay and have no negative impact on player retention.

Mark Currie

Head of Development
TinyBit Studios

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