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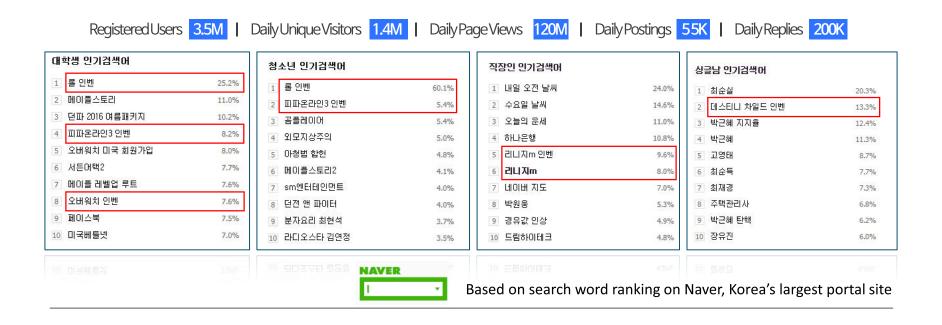
#### Chapter 01

# **Company Introduction**

Traffic Information

Business area

Visitors information



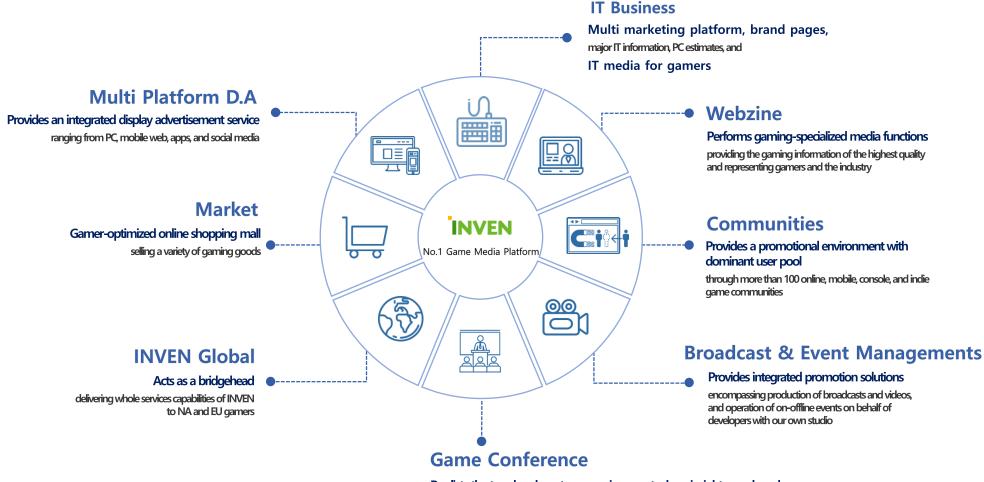


- Koreandick#1 in gaming news
- Rankey.com#1 in gaming news
- Similar Web#14 out of all Korean websites

Inven is **the number one choice** of website among people in their 10-30s!

#### No.1 Game Media Platform in Korea

Global game webzine & community services based on multi-platform / Management of IT Business & Market Broadcast content production / On-offline promotion / Operation of official esports leagues on behalf of developers

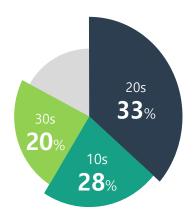


Predicts the trend and creates an environment where insights are shared

by providing places of communication in which comprehensive knowledge about the industry is shared among attendants

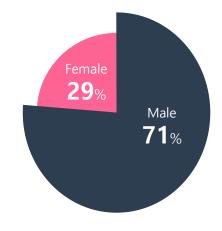
#### A game media platform where genuine gamers visit

A game-related website, where teenagers and those in 20s who play game the most, visit and look for information A genuine game media platform with some of the audience in 30s who possess high purchasing power



#### Age Ratio

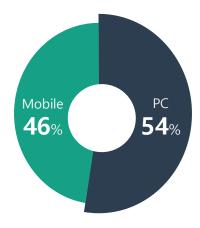
More than 80% of the total visitors are in 10s to 30s who frequently re-visit the site



#### **Gender Ratio**

Based on visitors in 20s, gender ratio of male to female is 7:3.

INVEN is a website where experienced male gamers constantly visit



#### **Platforms**

We currently operate the biggest online PC and mobile game communities in South Korea, and thus provide an environment that users can visit the site anytime, anywhere, without any difficulties, regardless of platform

#### Chapter 02

# **Partnership Promotion**

Advertisement

Community & Cafe

Media Content

Online Events

**Goods Production** 

License

MARKET INVEN

ΙT



#### INVEN, the best promotion partner

possessing the largest game webzine, communities, and gaming broadcasting studio in South Korea where game promotion, content production, live streaming, and esports tournaments can be done in one place

#### INVEN has been partnering with numerous game developers





































#### Partnerships with representative gaming IT brands branched in South Korea



























**Partnership** 

**Promotion** 

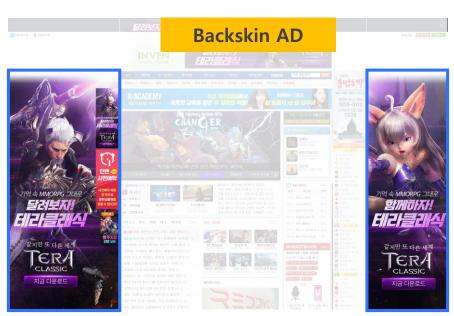
#### **Online Advertisement**

The biggest game webzine traffic of 1.4m daily UV Advertisements on major areas of PC and mobile with 100% gamer traffic









Various premium advertisements will enable the most effective branding

#### Official INVEN communities

A place where gamers gather, create an array of content, and share their opinions

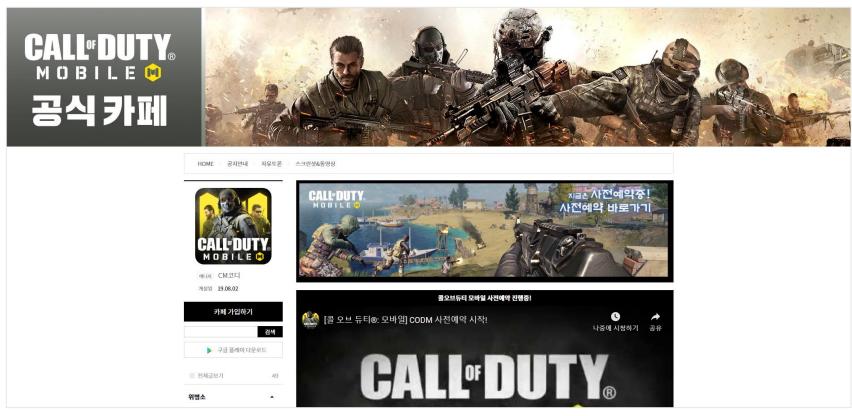
A wide variety of content is available including game-related news by professional reporters, and guides and walkthroughs



- **Dedicated reporters** are assigned to each community for **management**
- News are provided in the number of forms such as press release, interviews, featured articles, and more
- Other services include guides and walkthroughs
- Provides game DB and simulators (Additional paid services)

#### **INVEN Cafe**

A community café in which a developer can create and operate for free Additional features can be provided if necessary, for more efficient management of the community



- Easy and quick to create without any costs
- The developer can directly manage the community with its own administrator tool
- Additional paid services such as guides and walkthroughs, and databases for more efficient management

INVEN provides various walkthroughs at the level of gamers' eyes and relevant information in the form of **DB/simulator**.



리에도 적 중에 소위 '박쥐'라고 불리는 정찰기가 자주 등장하기 때문에 이에 대한 대처가 필수적이다. 가장 라격인 방법은 투척 스킬을 지닌 제대를 사용하는 것이다. 유탄폭격을 지닌 FAL의 가치가 매우 높아지며, L이 아니어도 벡터를 필두로 한 소이탄을 사용하는 인형이나 수류탄을 사용하는 인형을 기용하는 것이 좋다.

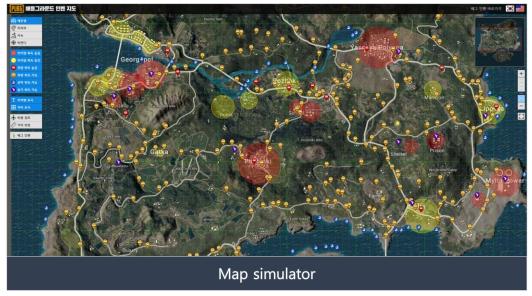
집에도 선 쿨타임이 다소 길고 범위가 아쉽긴 하지만 HK416 등 살상류탄을 사용하는 인형도 괜찮으며, 시국 벌어줄 섬광탄, 연막탄과의 조합도 좋다.

와 MG를 이용한 소위 '샷망' 제대는 8전역에서도 크게 활약한다. SMG를 이용한 제대와 달리 전투를 빠르 끝내 탱커의 피해를 최소화할 수 있기 때문이다. 다만 철혈 쌍검병의 존재 때문에 샷망 제대로만 전투를 벌 것은 상당히 어렵다. 또한 이사카로 불리는 M37이나 Saiga-12 등 공격이 반드시 명중하는 스킬을 지닌 싯



Game walkthrough





#### Official community / cafe Feature comparison

#### Official INVEN communities

#### Paid service

(6-month contract required)

#### Managed by a dedicated personnel

(Professional reporters are assigned)

#### Provides guides, walkthroughs

(continuous service during the whole term)

#### **Builds game DB and Simulator**

(Additional paid services)

#### **INVEN Cafe**

#### No cost

(easy and quick to open)

#### Self management by the developer

(customization at the company's will)

#### Paid services are available(Guides/walkthroughs)

(able to select and utilize separately)

#### **Builds game DB and Simulator**

(Additional paid services)



Provides stable services and various content to readers



Efficient management with a selected service deemed necessary

#### Press release / coverage request

Posts game-related press releases and interviews, and conduct field coverages Effective promotion through INVEN where numerous genuine gamers visit







If you have a request for press release, field coverage, and/or interview, please contact:

#### Featured article area

Expose a group of articles including press releases on the INVEN webzine main page where 1.4m readers visit daily

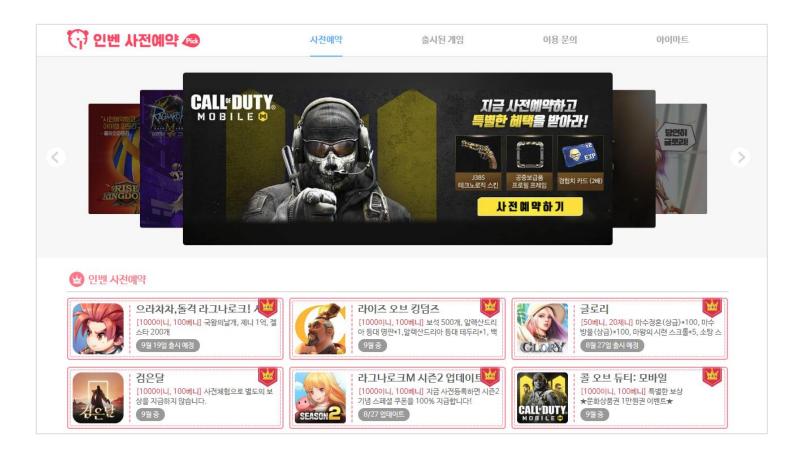
Can promote the game intensively in a short period of time focusing on issues such as pre-registration and launching date





#### **Pre-registration**

Several pre-registration services can be provided – free, paid, and combined Leads visitors to participate with INVEN points and send messages at the time of game's launch



#### CBT tester recruitment / survey / FGT

Can collect various opinions on the game from the INVEN's user pool Results reports are provided



Lostark CBT tester recruitment event



Archeage survey event







Forthershooting offline FGT event

#### CBT Tester recruitment / survey / FGT



Recruits potentially loyal gamers

Can foresee the reactions in South Korea through the test with INVEN Can synergize with various on/offline events

#### **Customized events**

Plan and execute events tailored to game's issues by season Can run effective events with INVEN where hardcore gamers gather







• Encourages conversion to authentic user

#### **Emblem skin event**

Creates an emblem, a signature area for INVEN users, with game characters

The emblem is exposed every time a user writes a post, creating promotional and branding effects of the game





Emblem production with various game characters

Natural exposure through INVEN users' activities

#### **Imart**

The space to utilize INVEN points in a variety of ways

Can promote effectively by storing game-related goods in sectors such as point prize mall and Veni shop

#### Inni point



#### The most basic point

Can be acquired from constant activities on INVEN

#### Jeni point



#### Intermediate-level point

Can be acquired by participating in various events

#### Veni point

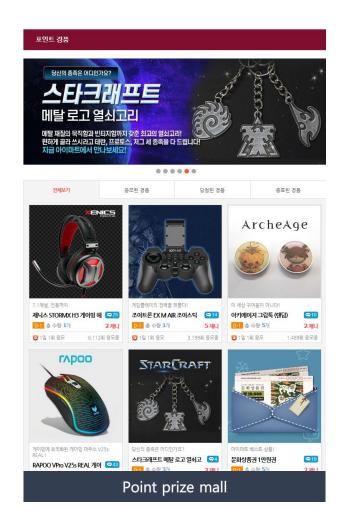


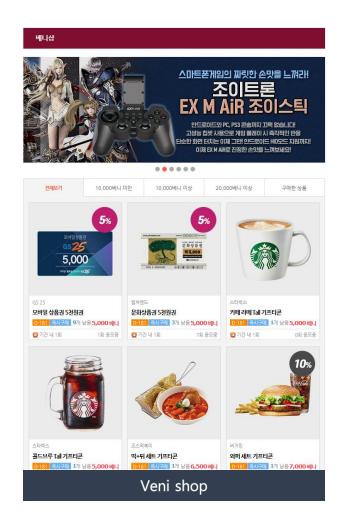
#### **Top-level point**

Can only be acquired by participating in major events



All the currencies can be acquired through various activities on INVEN

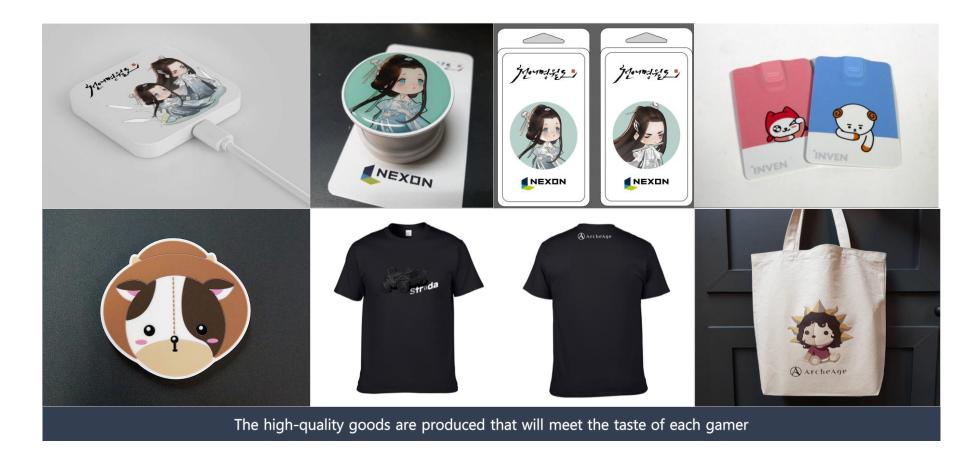




Natural promotional effects can be derived by adding game-related goods to the point prize mall and Veni shop, the places for INVEN points

#### Gaming goods production, distribution, and sales

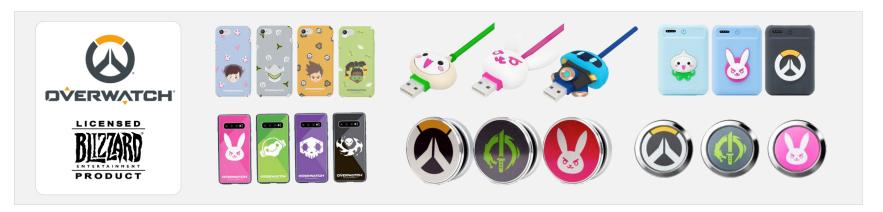
Can make various goods with game IPs such as wireless charging pad, griptok, USB, and echo bag Can be used for a variety of purposes, such as event prizes



#### License

#### 2018 Asia's First Blizzard License Agreement

Has distribution structures capable of manufacturing, production and operation of merchandise



#### Merchandise

#### **Maniac formation**

By stimulating the emotions of game users, Loyalty UP! Mania formation UP!

#### Game promotion

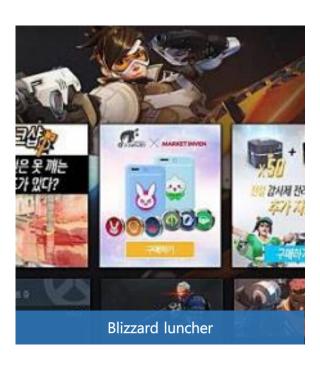
With the game IP Goods featuring the character's appeal, makes a chance to promote the game on and offline.

#### User care

Gives new joy to not only the current user But also the left user and the dormant user!







Manufactures and sells overwatch licensed products on on/offline through official partnership with Blizzard

Promote MARKETINVEN Collaboration Events through Official Clients

Online/offline sales and promotion through official licensing partnerships with game companies

#### **MARKET INVEN**

Game Specialized Shopping Mall for Gamers Best platform to meet your customers at the closest possible distance





Shopping mall where you can do marketing and sell to gamers at the same time through **INVEN**, the best gaming media platform!

### **MARKET INVEN**

Shopping more interesting than game, MARKET INVEN

#### **Main Category**

Game character goods

Assembly PC / Desktop

Laptop / Table PC

Monitors

Gaming Gear / Chair

**PC** peripherals

**PC** components

Games / Console

Mobile Peripherals / Vouchers

Printing / T-shirts &

**Pants** 

Kidult / Design

#### Game IP / character goods

Blizzard &PUBG Official Licensing Goods / IT Brand Goods / Game Character Products

#### **Assembly PC / Desktop**

Assembly PC by game / Recommended estimate of PC by IT INVEN/ brand PC / etc.

#### **Gaming Gear / Laptop**

Gaming Gear / Gaming Chairs&Desk / Laptop / Tablet / Game, Gaming Gamer / Monitor / etc.

#### PC components / Mobile

PC components / PC peripherals / Mobile peripherals / etc.











#### **IT** · Brand partner

Fastest and most effective way to introduce a brand to gamers Gamer targeted products, contents, etc. for efficient advertising operation



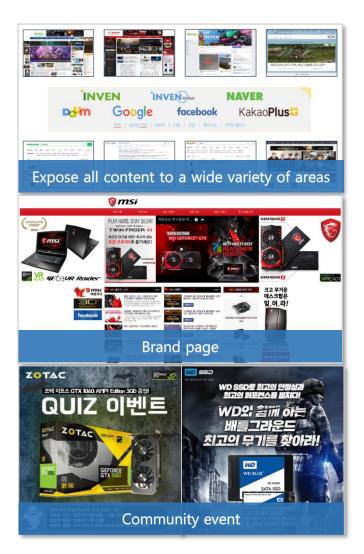
Multi-marketing platform for the most efficient meeting with gamers

#### **Brand partner contents**

All content from brand partners is exposed to a wide variety of areas A feature article that elicits sympathy from gamers







#### Chapter 03

## **Broadcast & Event**

Esports

Featured broadcasts

Hosting an event

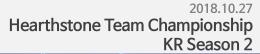
Video production

**INVEN Global FGT** 

#### **Esports**

Hold esports leagues on a various scale ranging from a one-off match to seasonal leagues depending on platform and budget Can operate leagues, promote through coverages, and broadcast online and offline all at once

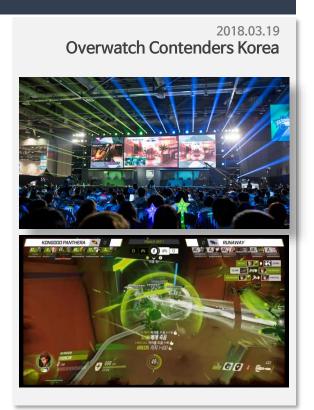
#### Major seasonal leagues











#### Intermediate/minor leagues and one-off event matches

#### 2019.03.17 Auto Chess Invitational





2017.07.08

Free Style 2: Flyng Dunk
ChinaJoy KR Contest





#### 2018.08 Moonlight Blade Event Match





From one-off matches to major seasonal leagues,

we can plan and operate the most optimized esports competitions tailored to your budget and availability.

#### **Featured Broadcasts**

Covers from simple online chroma-key broadcasts to offline special broadcasts in the studio Planning, production, promotion on the INVEN website, and additional content production are available













kakao**TV** 📮



Live streaming on platforms most preferred by Korean gamers







#### Hosting an event

Capable of hosting events from user meetings at the INVEN studio to major events

Possesses the best designing and operating experiences from numerous events done in the past

# Capable of hosting user meetings / FGT / LAN party / major events Archeage People's Night user meeting OVERWATCH Soldier 76 Tournament OLANS: Shadow of Moon year-end event RING-ZONE Dragon \( \) fan meeting ASUS ROGG-FESTIVAL 2018 Samsung Odyssey University Games Festival

#### Video production

Produces various clips from viral videos to game guides with our own broadcast studio Videos are exposed on a variety of channels which can be utilized as part of viral marketing

#### Viral Video Production

Produces entertaining clips with various concepts and influencers, allowing effective marketing which will leave a strong impression







#### Video Guide

Produces game guides which provide information to gamers in an effective way







#### **INVEN Global FGT**

In partnership with numerous universities in North America, game FGT can be conducted at a major university involving outdoor booths, e-sports arena, game pub, and game demonstration buses













A company can acquire **meaningful information** regarding the game **prior to its launch in North America** through various ways of FGT that **suit in needs of each gamer**.

Chapter 04

# Integrated Marketing Program

Outline

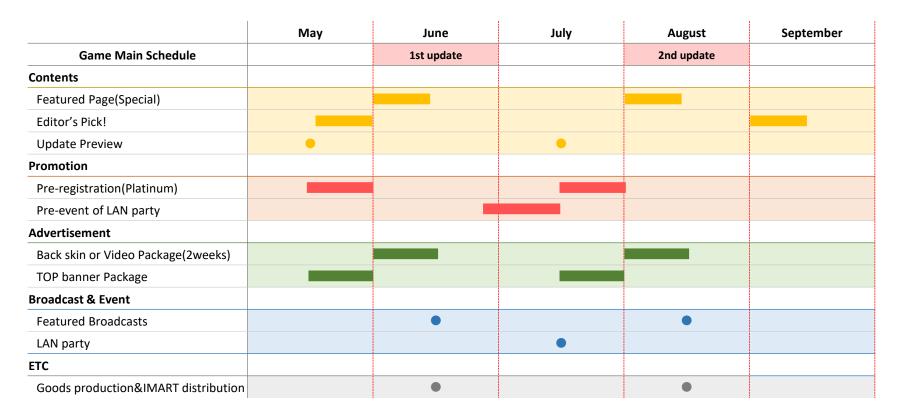
Launching package(Light/Branding)

Issue care package



#### **Integrated Marketing Program**

Effective Promotional Mix Plan configurations with Long-Term Roadmap A variety of promotions are possible at a lower cost than official unit price



 ${\it \divideontimes}$  The diagram above is an example to help you understand

#### Launching package - Light

Build brand awareness at launch point through short-term focused promotions (3months)

Package	Contents	Promotion	Advertisement	Broadcast & Event	ETC
Launching package -	Review/ Editor's Pick!	Pre-registration(Platinum)  ∟ culture gift card event (1time)  ∟ Sending LMS (2times)	TOP banner package 2~4weeks	Featured Broadcasts of Release anniversary	Goods production&IMART distribution (2times)
Light (3months)	5 Walkthrough contents/ Featured Page(Special)	Release introduction	Back skin package 2~4weeks		
Official price	₩ 20,000,000	₩ 3,000,000	₩ 70,000,000	₩ 20,000,000	₩ 1,000,000
Price	Total official price : 114,000,000 ₩, discount amount : 34,000,000 ₩  Proposal Price : 80,000,000 ₩				

Launching package-Light (3months)

#### **Pre-registration start**

- ✓ Pre-registration(Platinum)∟ culture gift card event
- √ TOP banner package
- ✓ Goods production&IMART distribution

#### **CBT**

- ✓ Review/ Editor's Pick!
- ✓ CBT introduction
  - □ Sending LMS to participants of pre-registration

#### launch

- √ 5 Walkthrough contents/ Featured Page(Special)
- ✓ Release introduction
  - L Sending LMS
     L
     L
     Sending LMS
     L
     Sending LMS
     S
- ✓ Back skin package
- √ Featured Broadcasts
- $\checkmark \quad \textbf{Goods production\&IMART distribution}$

#### Launching package - Branding

Construction Branding goal from pre-promotion to user care with abundant composition (6months)

Package	Contents	Promotion	Advertisement	Broadcast & Event	ETC
Launching package - Branding (6months)	Pre-interview/ Editor's Pick!	Pre-registration(Platinum) ∟culture gift card event	TOP banner package 2~4weeks (2times)	Viral video content	Goods production&IMART distribution (3times)
	Featured Page(Special) + Preview/Interview	Release introduction ∟ Sending LMS	Back Skin+Video Package 2~4weeks	Featured Broadcasts of release anniversary	
	6 Walkthrough contents	Online) LAN party Pre-event		LAN party(50-100person) at INVEN Arena	
	Featured Page(Special) + Update Preview	Update Pre-registration (Platinum)			
Official price	₩ 25,000,000	₩ 11,000,000	₩ 110,000,000	₩ 60,000,000	₩ 3,000,000
Price	Total official price : 209,000,000 ₩, discount amount : 49,000,000 ₩  Proposal Price : 160,000,000 ₩				

Launching package -Branding (6months) X The Timeline below is an example to help you understand

#### **Pre-registration start**

- ✓ Pre-interview/Editor's Pick!
- ✓ Pre-registration(Platinum)∟ culture gift card event
- ✓ TOP banner package
- √ Viral video content
- ✓ Goods production&IMART distribution

#### Release

- ✓ Featured Page(Special)+ Preview/Interview
- ✓ Release introduction
  - ∟ Sending LMS
- ✓ Back Skin+Video Package
- ✓ Featured Broadcasts
- √ Goods production&IMART distribution

#### After release

- √ 6 Walkthrough contents ✓
- ✓ LAN party Pre-event

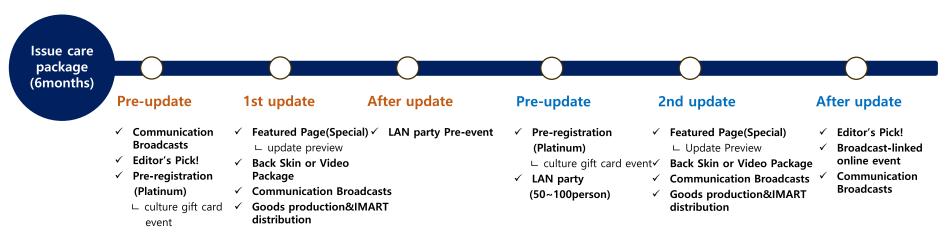
#### Maintenance(Update)

- ✓ Featured Page(Special)
  - + Update Preview
- ✓ Update Pre-registration(Platinum)
- ✓ TOP banner package
- ✓ LAN party(50~100person)
- ✓ Goods production&IMART distribution

#### Issue care package

Strengthen brand loyalty through focused care on key issues during the brand's maturation (six months)

Package	Contents	Promotion	Advertisement	Broadcast & Event	ETC
Issue care package (6months)	Editor's Pick! (2times)	Pre-registration(Platinum)	Back Skin or Video Package 2weeks (2times)	Online communication Broadcasts(4times)	
	Featured Page(Special)  — Update Preview (2times)	Broadcast-linked online event (3times)		LAN party(50-100person) at INVEN Arena	Goods production&IMART distribution (2times)
		Online) LAN party Pre-event			
Official price	₩ 30,000,000	₩ 26,000,000	₩ 100,000,000	₩ 50,000,000	₩ 2,000,000
Price	Total official price : 208,000,000 ₩, discount amount : 48,000,000 ₩  Proposal Price : 160,000,000 ₩				



# Thank you

For partnership and/or promotion inquiries, please contact:

Game Business Manager Selli

Office +82-70-5029-5741
Cell +82-10-3395-1215
e-mail biz@inven.co.kr

Game Business Assistant Manager **Leoh** 

Office +82-70-5029-5752
Cell +82-10-5294-7813
e-mail biz@inven.co.kr

Game Business Assistant Manager Duke

Office +82-70-5029-5755
Cell +82-10-3783-9628
e-mail biz@inven.co.kr

For any requests for press release, field coverage, and/or interviews, please contact:

desk@inven.co.kr