# INVEN BRAND PARTNER PROPOSAL





Korea No.1 Game Media Platform, INVEN

# **CONTENTS**

Multi Marketing Platform Brand Partner

# Overview of INVEN

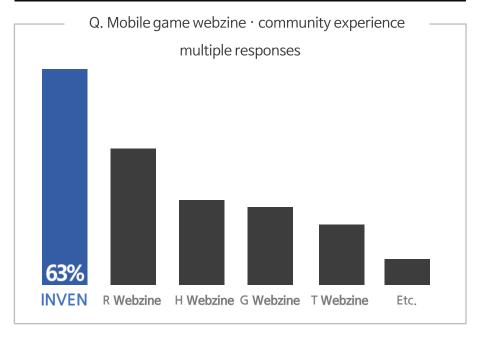
- Scope of business
- Traffic information
- Information of Subsidiary
- INVEN Broadcast

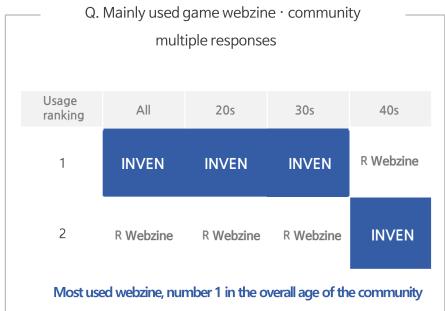
# INVEN, website that is mostly visited by age group ranging from teens to 30s

Korean Click Game Information No.1 Ranky.com Game Media No.1

Total subscriber: 3.5 millions | Daily visit: 1.4 millions | Daily page view: 0.12 billions | Daily created post: 55 thousands | Daily created comment: 200 thousand

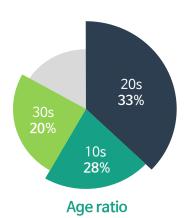
### Mezzomedia 2020 Mobile Game Industry Analysis Report



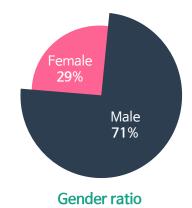


### A game media platform where genuine gamers visit

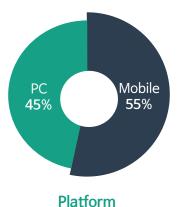
A game-related website, where teenagers and those in 20s who play game the most, visit and look for information A genuine game media platform with some of the audience in 30s who possess high purchasing power



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



Based on visitors in 20s, gender ratio of male to female is 7:3. INVEN is a website where experienced male gamers constantly visit



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

25.2%

11.0%

10.2%

8.2%

8.0%

7.7%

7.6%

7.6%

7.5%

7.0%

대학생 인기검색어

메이플스토리

서든머택2

오버워치 인벤

페이스북

10 미국베들넷

던파 2016 여름패키지

5 오배워치 미국 회원가입

메이플 레벨업 루트

피파온라인3 인벤

롤 인벤

### Trend leading game media platform

Ranked 1st in game webzine among internet trend leading companies Frequent exposure in search engine





### NAVER most frequent search words

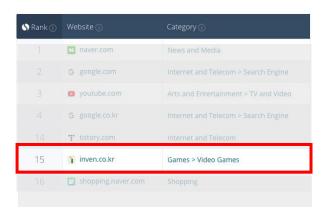




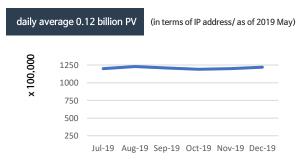
- Ranked 1st on game information of Korean Click
- Ranked 1st on game information of ranking.com
- Ranked 14<sup>th</sup> out of all websites in Korea on Simiar web

### ranked 15th among all Korean website

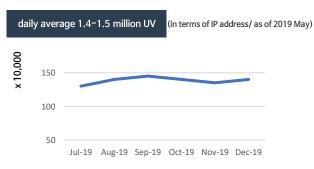
(As of January 2019 / www.similarweb.com)



#### Trend of average daily view



#### Trend of number of visitor on INVEN





Overview of INVFN

No.1 Game media platform



North American esports media



Shopping mall especially for Game / IT

## **Listed company INVEN**

3.5 million subscribers, No.1 game media platform with 100 million daily page views Operation of game webzine and community.

Creation of contents, broadcasting program, offline promotion and official e-sports league through INVEN broadcasting such as PC, mobile, e-sports, IT, VR/AR/ indie game

www.inven.co.kr

### INVEN GLOBAL ENGLISH, LLC.

Launching service in English speaking region including North America Global game webzine & community, e-sports magazine
Managing of global e-sports conference and various e-sports event
Aiming to be global company to invest in game platform value

www.invenglobal.com

### **Listed company Market INVEN**

Manufacture/ sales/ distribution of game product by securing license of domestic game companies

Sales of gaming gear, IT product, partnership with U.S Jinx for blizzard license, export and sales of Jinx products/ license contract for Blizzard overwatch products (usb, battery and mobile phone case)

www.marketinven.com

## INVEN Studio is in operation.

Overview of INVEN

INVEN Broadcast with years of experience delivers lively atmosphere of the arena to gamers via broadcasting.



### # INVEN Broadcasting

Homepage <a href="http://ibs.inven.co.kr">http://ibs.inven.co.kr</a>

E-mail ibs@INVEN.co.kr

Location Underground level 1, 9–9, Seongnam-daero

331beon-gil, Bundang-gu, Seongnam-si, Gyeonggi-

do (5minutes walk from Gate No.3Jeong-ja of

Bundang subway station)

Space size 471.85m2

Capacity Seat for 150/ Standing for 200

Facility 6vs6 gamer booth, Main stage, Audience stadium,

2<sup>nd</sup> studio

Opening 2018 July10th



#### # INVEN streaming channel











#### # INVEN VOD channel







※ Click the logos to visit the channels.

\*\* Further VOD can be available from INVEN community or request platforms depending on games.

# E-sports/ Game broadcasting

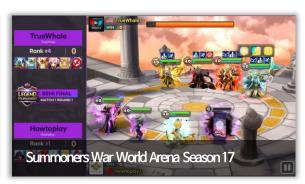
#### E-sports

Overview of INVEN

Holding game event from one-off event to season league according to game platform and budget. Event management, promotion via media coverage, online/offline broadcasting are all available at once.







### **Game Brroadcasting**

Coverage of the Game Broadcasting is from simple Chroma key broadcasting to offline special broadcast that is shot in the studio. Project, Production, Promotion through INVEN, further contents creation is possible all at once.







Click the images to link to the videos.

#### Video Production

Overview of INVEN

Through broadcasting studio solely owned by INVEN, various type of video including viral video and game strategy video is created for respective purpose. Video created this way is exposed through various channels so that it can have viral marketing effect.

#### **Viral Video**

Eye catching video with various contents and video in which celebrities appears can appeal to gamer as effective advertisement.







### Game strategy video

Providing gamers with game strategy video







### Online launching show/Seminar

Overview of INVEN

Due to Corona pandemic holding offline event is challenged. Instead we combined product promotion with broadcasting contents to create infortainment show. Events are held that viewers can participate so that it will interest gamers. In addition, those videos will be exposed to various channels for secondary viral marketing.

### Unveil of HP OMEN's new product for the first time. Don't breathe.







### ASUS New product release announcement online seminar







# **CONTENTS**

Multi Marketing Platform Brand Partner

1 Introduction of Brand Partner

- Introduction of Brand partner
- Major Partner

Inven brand partner is to promote the brand to gamers through various channels of Inven. The fastest and most effective multi-marketing platform



# Media coverage about the brand

creating various contents appealing to gamerfrom gamer's perspective.



### **Event**

Effective promotion with various events



### **Advertisement**

Effective promotion with INVEN advertisement



## landing website

Opening of PC/MOBILE landing website (available from gold grade)



# Exposure on portal website

Exposureon
Primary portawebsitel



# Inven Webzine and Community

Effective promotion to various PC/MOBILE/CONSOLEGAMERS



Exposure of IT INVEN It's the media for gamers

## MARKET INVEN

Associated Sale of MARKETINVEN
It's the E-commerce for gamers

# The most effective Multi Marketing Platform to connect to gamer

## SNS/Internet Blog and Café



Unilateral delivery of information

Brand exposure to

irrelevant consumer group

Ineffective influx through product contents

Costly one-off advertisement

### **Brand Partner**



Mutual communication

Effective in targeting consumer group gamer

Effective way of influx

through product contents

Effective and regular basis advertisement

INVEN is proceeding with **extensive cooperation** with major Brands for various industries.

# SAMSUNG Odyssey





























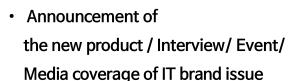


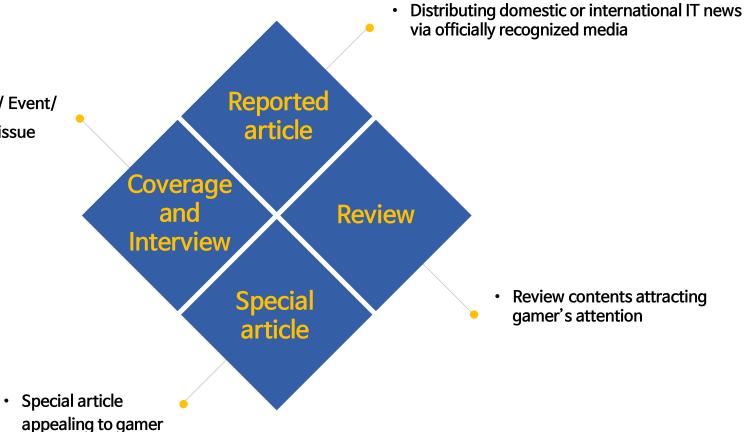
# **CONTENTS**

Multi Marketing Platform Brand Partner

# Brand Partner contents

- Contents
- Media Coverage/ interview
- INVEN's own landing site
- Review/Article
- Exposure of INVEN
- External exposure including portal





Professional staffs who possess solid knowledge of game are creating various contents appealing to gamer from gamer's perspective.

## Reported article

Domestic and international IT media coverage of INVEN contents All content will be distributed and exposed in different pages.





INVEN | ITINVEN | NAVER | DAUM | Google | facebook All of IT INVEN contents are distributed and exposed through various channels.

# Special article



Brand Partner contents

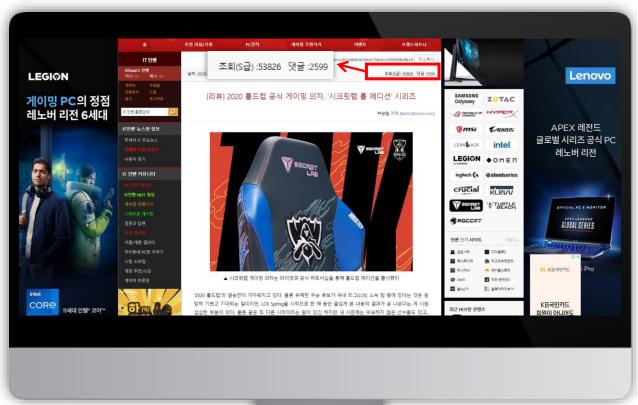
Contents

Review/ Article

Media coverage/ Exposure of INVEN's own External exposure Interview INVEN landing site including portal

## **Product review**

Intriguing gamer product review written by game developing professionals

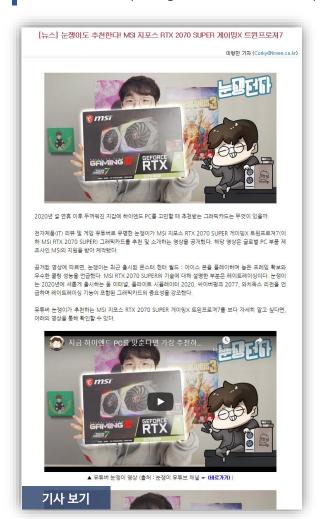






### Article providing source (It is requirement)

Creation of intuitive and simple contents through sources produced by partner company such as video contents. (Short article, reporting material, review and special coverage are available according to source concept.)







- \* These videos provide exemplary cases.
- \* Filming does not take place in INVEN. Further contract and discussion are required if filming of original source is needed

### News coverage of IT issues such as announcement of new product release, interview, event and so on Promotion of product and brand through delivery of the lively news of the scene

News coverage of Play Expo ASUS booth



field coverage



Secret Lab Roll Park Stadium Scenery article



controversial feet keyboard control

Looking for IT relevant issue and covering it / conducting an interview "Effect of Product exposure and brand promotion"

#### [포토] AMD가 지스타서 쐈다! 푸짐한 상품에 참가자들 함박웃음

심영보,남기백 기자 (desk@inven.co.kr)



17일 2019 지스타의 마지막 날이 밝았습니다. 14일부터 숨 가쁘게 달려온 인벤 부스 메인스테이지에 는 AMD의 이벤트 퀴즈쇼가 열렸죠. 누구라도 정답을 찾을 수 있는 간단한 퀴즈의 승자는 AMD에서 제 공하는 푸짐한 상품들을 받아 가실 수 있었습니다

퀴즈쇼뿐만이 아니었습니다. SNS에 AMD 로고가 나온 인벤 부스 사진을 필수 해시태그와 함께 공유하 면 리셉션에서 럭키 드로우 행사에 참여하실 수 있었죠. 예상치 못한 상품을 획득한 참가자들의 얼굴에

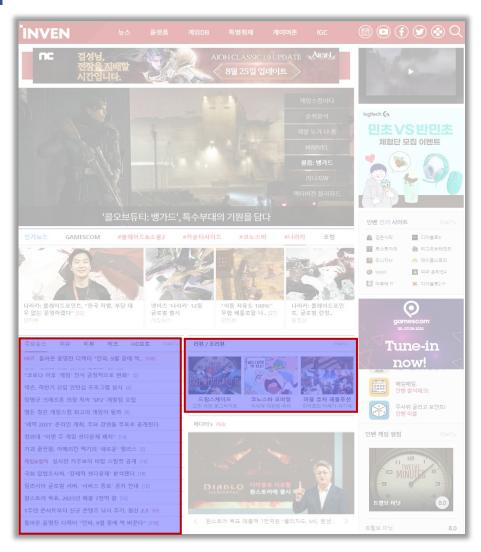
경품을 획득한 참가자 한 분은 "집에 헤드셋이 고장 나서 꼭 필요했는데, 정말 운이 좋게 헤드셋을 얻었 다. 너무 기쁘다"며 가벼운 발걸음으로 돌아가시더군요. 많은 분들이 즐겁게 참여한 AMD 이벤트를 사 진으로 만나보실까요

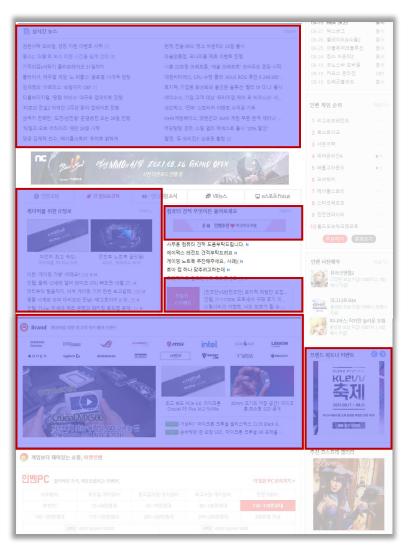


The coverage of the biggest national game show G-star

# Exposure on INVEN webzine main page

All contents of brand partner will be exposed on several areas on INVEN's webzine main page.





# **Exposure on mid part of INVEN game community**

All contents of brand partner will be exposed on common area of brand partner which is mid part of game community.





# **Exposure on main page of IT INVEN**

Contents of brand partner are exposed on many areas of IT INVENt's main page





## Opening of landing site (available from gold grade)

Independent domain is provide which is available both on PC and mobile. Exposure on portal site as search word through opening of landing site.

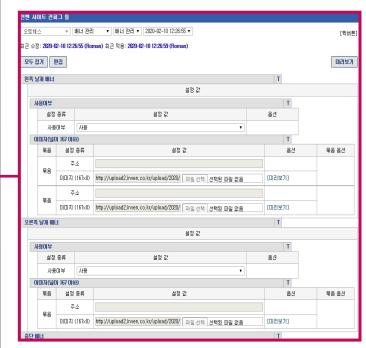


# Administration page

✓ Easy site control is possible through administration page.



Page on operation currently / Click image to link to relevant page



Work example such as layout, image upload, change of menu configuration

# **Automated management / Various functions**

✓ Automated management of news, events, review articles and so on inserting of video link and mp4 files upper part of hot issue areas makes landing page look very active

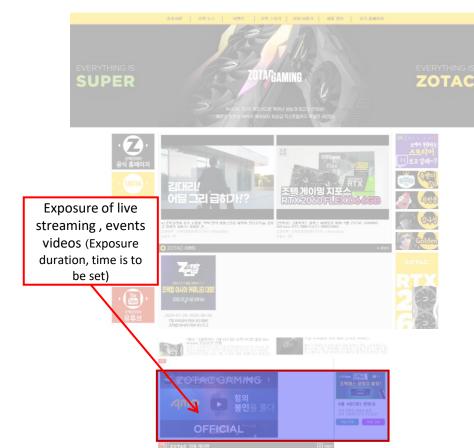


# Streaming/ Youtube module

Streaming on main page on landing site of brand partner/ Exposure of Youtube contents and live streaming is possible by inserting Youtube module

### Streaming module

Reserved exposure of live streaming is possible (Agreement is required for exposure of INVEN's external broadcasting.)



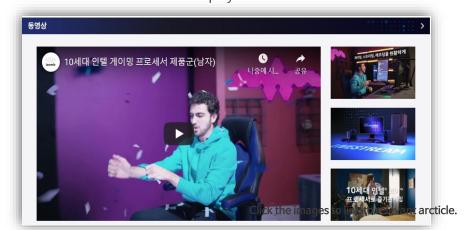
#### Youtube module - standard

In a case where partner's official channel's videos is needed to be exposed automatically , contents are derived from Youtube automatically.



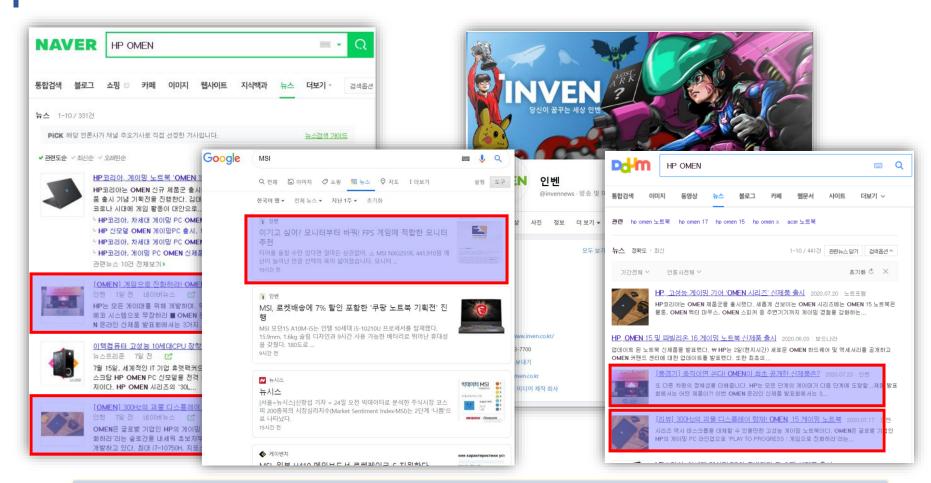
#### Youtube module - Hot issue model

In a case where only chosen contents are to be exposed, manually chosen contents are set to be played.



Contents

# External exposure of Brand partner's content on major portal site











# **CONTENTS**

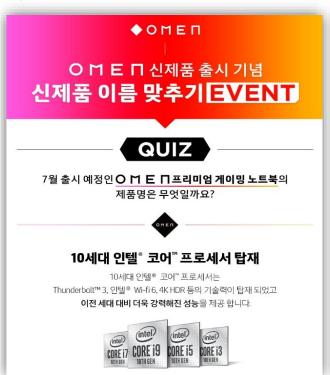
**Multi Marketing Platform Brand Partner** 

Brand partner Events

- Types of events
- Plot notification event
- Pre-user event
- Game community event
- I-mart free gift event
- Exposed areas of events

# Effective promotion with various events

#### **QUIZ** event



#### Comment event



### Product promotion event



Simple quizzes, **Brand promotion and exposure** through collaboration with game company

Promotion through comment verification/ SNS sharing event that anyone can participate.

Promotion event and promotion effect through post and related comment

# Effective promotion with various events

### Event of review comment of article



### Photo event



### Voting event



Holding comment event in conjunction with review article/ promotion effect through high page views

Constant image branding care following purchase of product with photo image.

Adding interesting point with **creative events** such as voting event and etc.

### Plot notification event

Plot notification is provided throughout all INVEN's communities concerning big events. (service is available for above gold grade/ prearrangement is required)



- \* Exposure of simple contents such as short article, special coverage and review is not possible.
- \* When free gift worth 1 million won is up for grab.
- **%** When all INVEN members can participate
- Exposure hours is around 6 hours
- ※ Prearrangement is required. (at least 1 week before)





**Pre-user event provides** opportunities for participants to give their feedback. Youtuber/blogger can participate in pre-user event so that brand exposure on communities is expected.

#### Pre-users event (Ex.1)



#### Pre-users comment



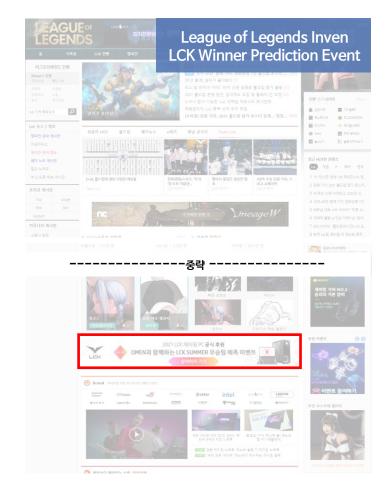
### Pre-users event (Ex.2)



## Targeting specific game users

on 100 game communities to inform them of event will lead to effective promotion of the brand.

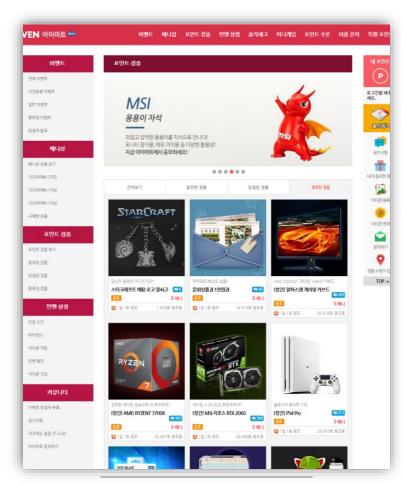


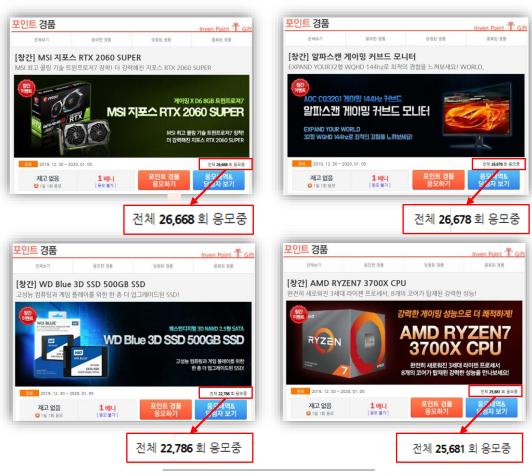


✓ **Schedule of game community event and exposure** might be subject to change depending on circumstance.

# I-mart free gift event

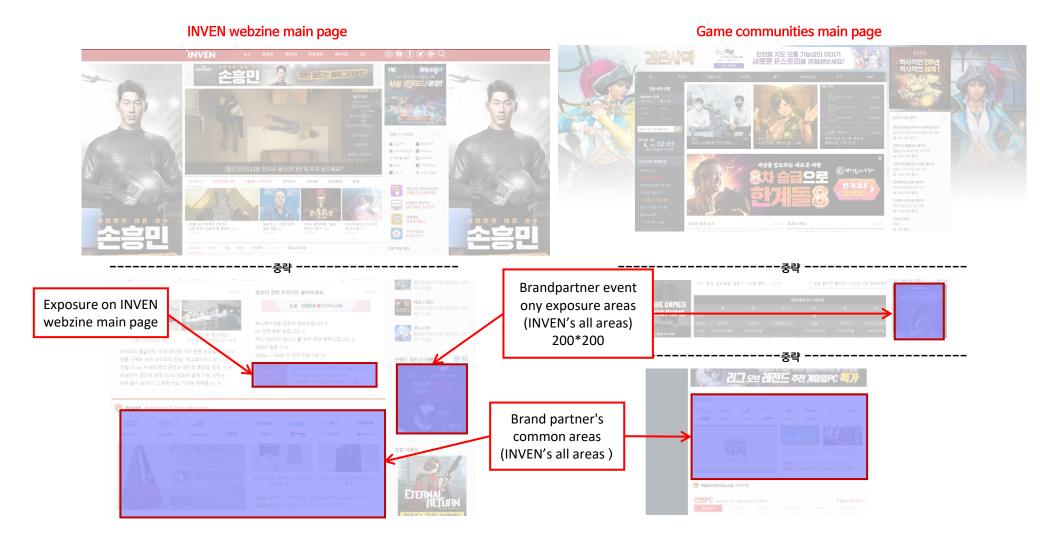
Product exposure on point mall attracting more than **30 thousand daily visitors with free gift event Spontaneous promotion** is possible through applying for free gift.





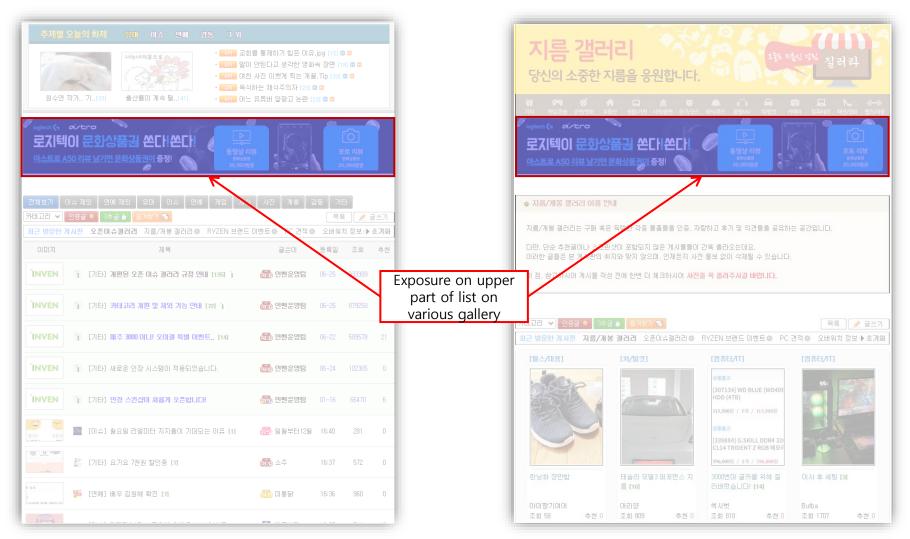
## **Event exposure areas**

Exposure on INVEN webzine main page and various areas of communities



## Gallery exposure areas

Event banner exposure on upper part of "open issue gallery" and "opinion gallery"



# **CONTENTS**

**Multi Marketing Platform Brand Partner** 

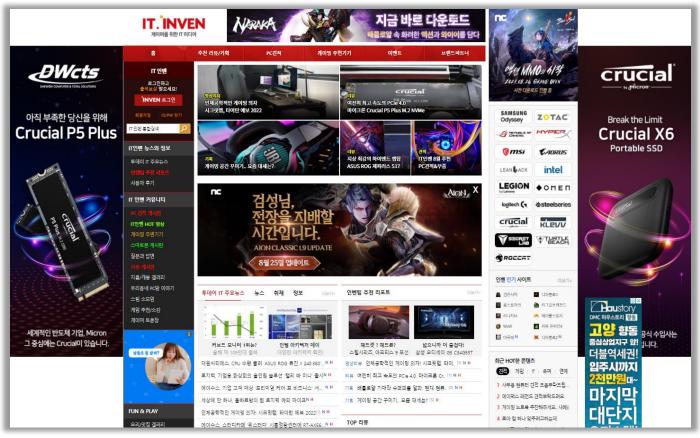
05. IT INVEN

- IT INVEN introduction
- Partner banner exposure
- Back-skin banner exposure

IT media for gamers

Communication ground for IT& game users

### [Link to IT INVEN]





### IT INVEN's characteristic board appealing to various group of users



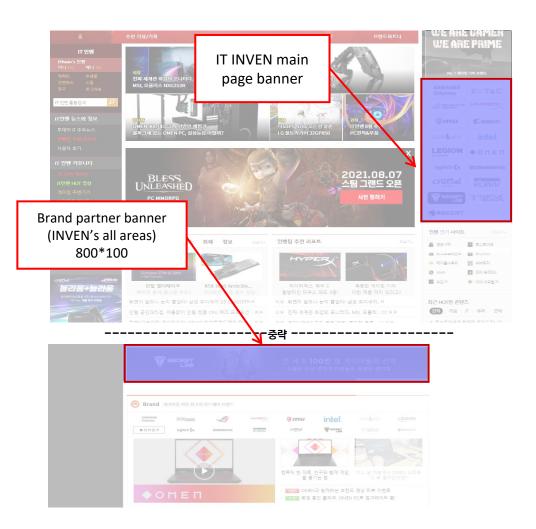


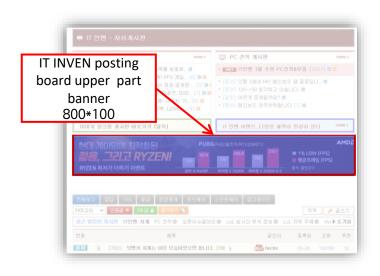




Frequent brand exposure and product promotion via advertisement banner

\*\* Those banners are not advertisement banners but banners exposed on IT INVEN







**IT INVEN** 

### Brand banner exposure on IT INVEN main back skin

\* Those banners are not advertisement banners but banners exposed on IT INVEN

※ Regarding the cost, refer to INVEN (30 thousand Korean Won per day)

Back-skin banner exposure



- ✓ In case where one brand partner owns several brands, running each banner in turn is possible but exposing multiple banners simultaneously is not permissible.
- ✓ All banners should be made by brand partner itself and subject and exposure duration is determined after discussion.
- ✓ All banner size should be **smaller than 250KB and flash image is not supported**.

# **CONTENTS**

**Multi Marketing Platform Brand Partner** 

**06.** G-star promotion

- Online pre-promotion
- On-site promotion & event
- Experience zone & sales booth

## Constant brand exposure through online pre-promotion

\* Proposal of partnership to brand partner preferentially (Participation and operating costs are separate)

### [Link to G-STAR promotion page]



## Constant brand exposure through line pre-promotion

# exposure of official logo of sponsors







# 협력사





HyperX

AMD

AMD

































G-star promotion Online pre-promotion On-site promotion & event Experience zone & sales booth

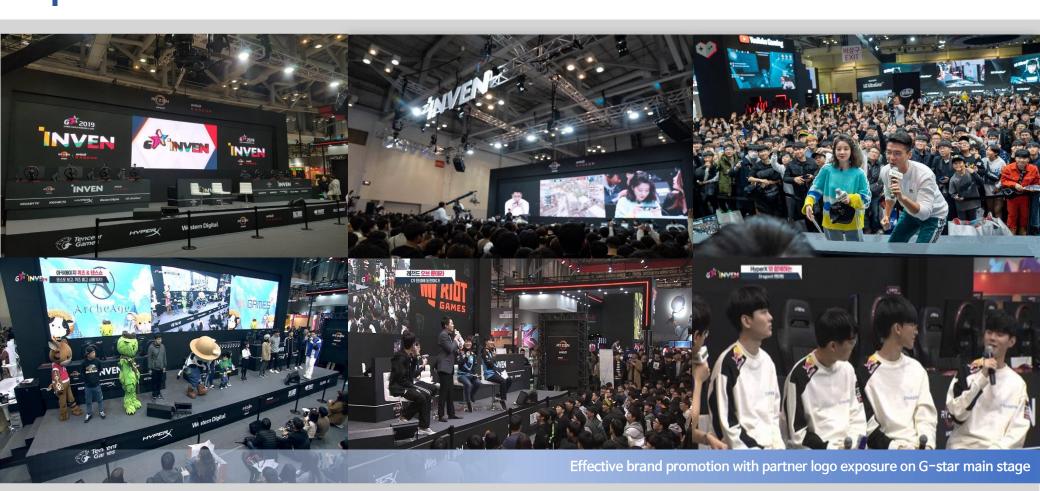
## Onsite promotion and various events







## Onsite promotion and various events



## Brand partner experience zone and sales booth in operation



On-site promotion & event

# **CONTENTS**

**Multi Marketing Platform Brand Partner** 

Market INVEN sales integration

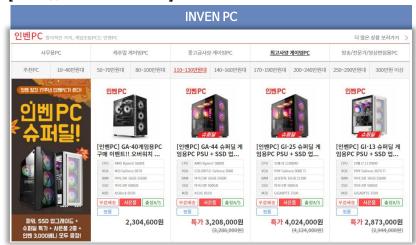
- Market INVEN introduction
- Market INVEN sales link

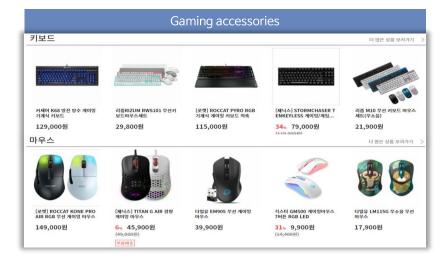
## **MARKET INVEN**

### Market INVEN is more fun than game

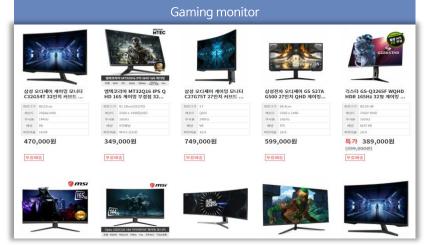
✓ Game shopping mall carrying game good s which are essential for gamer/assemble-ready PC/Gaming monitor/Gaming gear/Gaming chair.

#### [Link to MARKETINVEN]









# **MARKET** INVEN

Participation in game event to run pop up booth and brand partner's sponsor zone



















G-Star

**PLAY Expo** 

Comiczone

Global e-sports competition Guntlet

Seongnam game world festival

- ▶G-Star 2019 onsite booth operation ▶PLAY X4 2019 onsite booth operation ▶Seoul comic zone 2019 onsite booth operation
- ►Global e-sports competition Guntlet onsite booth operation ►2018 Seongnam game festival ►IGC 2018 Market INVEN booth
- ▶Blizzard store associated with Overwatch contenders

## IT'INVEN - MARKET'INVEN

Sales of product associated IT INVEN contents

### MARKET INVEN association through IT INVEN

[가이드] 오늘은 치킨이 닭! 배틀그라운드컴퓨터 구매 가이드

송성호 기자 (Ronni@inven.co.kr)



정식 출시된 이후 한국에서 가장 Hot한 게임으로 떠오른 플레이어언노운스 배틀그라운드(이하 배그)는 최대 100명의 플레이어가 외딴 전장에서 무기와 차량을 수집하여 전투를 벌이고 마지막까지 살아남아야 하는 배틀로얄 방식의 게임이다. 점점 좁혀오는 자기장 내에서 벌어지는 치열한 전투와 눈치 싸움은 수많은 게이머들을 사로잡는데 성공했다.

경쟁 게임들을 물리치고 PC방 점유율 1위를 차지할 정도로 인기를 끌고 있는 배그도 단점이 있는데, 그건 바로 배그를 들리기 위한 컴퓨터 사양이다. 정식 버전이 출시된 이후 최적화에 많은 개선이 이루어졌지만, 100명이 한꺼번에 경쟁을 벌이는 특징 때문인지 여전히 높은 컴퓨터 사양이 필수라고 할 수 있다.

※ 본 내용은 2018년 2월 기준으로 작성되었습니다. 원활한 게임환경을 위하여 다소 높은 사양의 제품으로 구성되었으며, IT인벤 PC검적 게시판의 다양한 의견들을 참고하여 실제 소비자들이 구매하고 있는 옵션들 로 구성하였습니다. 인텔 관련 제품의 경우 '멜트다운'과 '스펙터' 보안 이슈가 해결되기 전에는 일부 성능 의 차이가 발생할 수 있습니다.

마켓인벤 배그 최적화 PC 특가전 보러가기

#### MARKET INVEN sales associated with IT INVEN contents



Special article associated market sales



Review article associated banner

### Association with tools/ pre-sales/ special price



Pre-sale of ZOTAC gaming PC



ZOTAC Graphic card sold-out

# **CONTENTS**

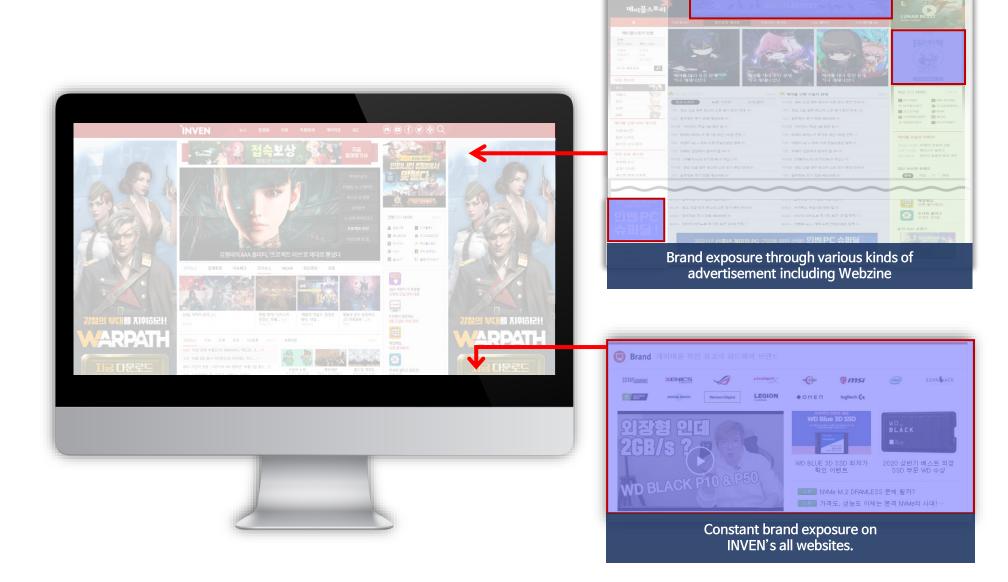
**Multi Marketing Platform Brand Partner** 

# **08.** INVEN service Ad promotion

- Effective marketing
- Service Ad banner guide
- Service Ad management guide
- Service Ad banner size
- Service Ad package

**INVEN Service Ad Promotion** 

## Effective promotion of brands and products through INVEN advertisement



# **NAVER**

Timeboard weekend 10pm 15 million KRW per AD

About 5 million imp

1 hour exposure

# **KBS** terrestrial

Weekend 7-11 pm

10-15 million KRW per AD

10 seconds exposure

About 5 to 7 million imp

Viewer rating 20%, achieving rate 60%



Popular TV shows

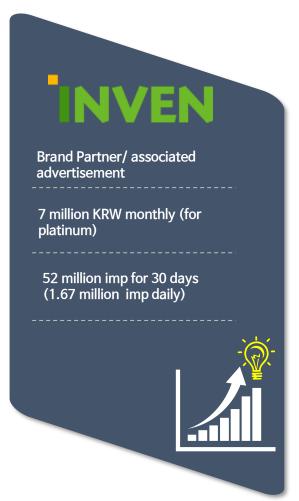
10-15 million KRW per AD

10 seconds exposure

About 3 to 5 million imp

Viewer rating 20%, achieving rate 40%

	NAVER	KBS	TVN	INVEN	
Costs	15 million KRW per AD	10-15 million KRW per AD	10-15 million KRW per AD	7 million KRW monthly	
Exposure	1 hour	10 seconds	10 seconds	Continuous	
Impression	About 5 million	5 to 7 million	3 to 5 million	52 million imp for 30 days	
Target Audience	Х	Х	Х	0	



Source: Analysis worth of terrestrial media/ Daishin Securities co., Ltd. investment report

# Advertisement banner guide

**INVEN Service Ad Promotion** 



# Service Ad banner guide (mobile phone)

**INVEN Service Ad Promotion** 





# Guide for Ad contents management

### ■ Kinds of Ad contents and Ad contents management

#### 1. Basic contents

**INVEN Service Ad Promotion** 

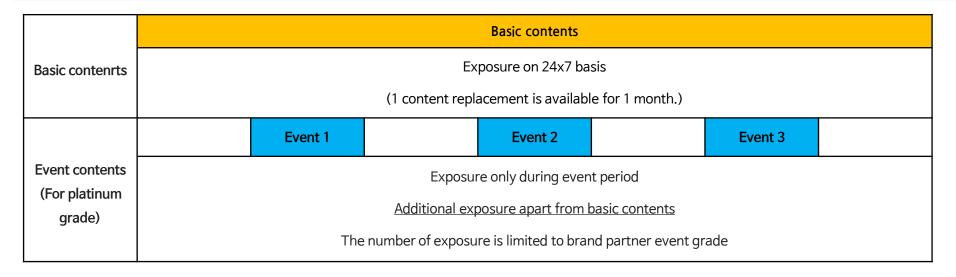
- It is 24x7 basis banner and can be replaced with new content once a month.
- Regardless of existence of event banner, it is always exposed
- External links are available

#### 2. Event contents

- During event period additional event content can be exposed.
- During same period only 1 event banner can be exposed.
- Exposure amount is determined by grade.
- External link is not available. It can only be exposed as event contents in brand partner/landing.

Service Ad

package



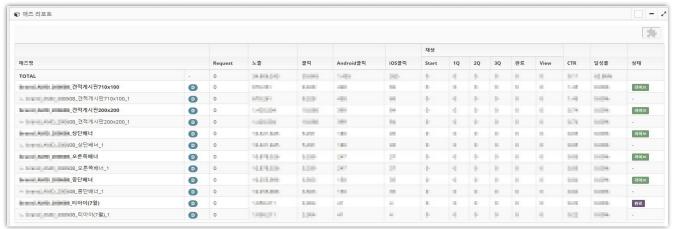
#### **X** Example of usage of exposure quota

- When only basic contents are exposed: 100 percent of exposure quota for relevant grade is provided for basic contents
- When event contents are exposed: 50 percent of exposure quota for relevant grade is provided for basic contents and event contents respectively
  - \* ratio is not exactly 50 percent but rounded.

# Service Ad report page

**INVEN Service Ad Promotion** 

Monitor exposure volume and click rate on real time basis via Ad report



## Guide for running Ad

- 1. Changing contents is only available during allotted time for this service.
  - Office hour: AM10 ~ PM5:30 (weekends and holyday are excluded)
- X Contents should be delivered by PM 5:30 for effective communication
- X request for changing contents will carry over to following day.
- 2. Changing contents outside office hours can be reserved during allotted time for this service.
- 3. Changing contents is available maximum twice a month and once a week.

  Ad whose image and URL cannot be used due to expiry of image is terminated automatically. Ad exposure will be reduced corresponding to unexposed service period and this is not reimbursed.

#### 4. T.I / Big T.I. opeartion

For T.I / Big T.I. banner, exposure days differs according to contract grade. As banner does not run during whole period, user can select specific date to run banner via <a href="mailto:ad@inven.co.kr">ad@inven.co.kr</a>. at the beginning of each month. Usage quota on these banners does not carry over to next term.

#### 5. Changing contents

- Changing contents is available once a month. In a case of event material, 1 content per event and related landing setting is available.

### 6. Capacity limit

- PC: less than 100kb

- Mobile : less than 30kb

# Guide for service Ad banner size

**INVEN Service Ad Promotion** 

Channel name	Banner name	Exposure location	Banner size	Table remarks	ETC	
	Upper part banner	Webzine main, Community main,	728*90		Service Ad banner	
	Right side banner	Subpage	250*250			
All INVEN channels	Left side banner	Community main, Subpage	200*200	The extent of Ad		
	Mobile main mid part banner	Mobile, Community main, Subpage	640*200	exposure is largely different according to	(Outcome report is provided)	
	Mobile bottom part box banner	Mobile, Community main, Subpage	300*250	package	ad@INVEN.co.kr	
IT INVEN	IT INVEN posting board upper part banner	IT INVEN posting board	800*100			
II IIVVEIV	IT INVEN posting boar view page banner	IT INVEN posting board	200*200			
IT INVEN	Back skin	IT INVEN main	1920 x 880 ~ 1080	Refer to exposure duration according to grade		
II INVEN	Main page banner	IT IT INVEN main page	800*100	Only when event/ contents is on	House banner it@INVEN.co.kr	
All INVEN channels	Event banner	vent banner Right side on all page 200*200		Only when event is on		

# Guide for brand partner service Ad package

	Banner size	PACKAGE Bronze	PACKAGE Silver	PACKAGE Gold	PACKAGE Platinum	PACKAGE Diamond
Upper part banner	728 * 90	•	•	•	•	•
Right side banner	250 * 250	×	×	•	•	•
Left side banner	200 * 200	×	•	•	•	•
IT INVEN posting board upper part banner	800 * 100	×	×	•	•	•
IT INVEN posting board view page banner	200 * 200	×	×	•	•	•
Mobile main mid part banner	640 * 200	×	•	•	•	•
Mobile bottom part box banner	300 * 250	•	•	•	•	•
Exposure times (Impression)		13,000,000	18,000,000	32,500,000	52,000,000	70,500,000

- ✓ Banner contents might vary according to Ad duration
- ✓ Ad contents should be created by buyer

**INVEN Service Ad Promotion** 

✓ Bill is issued at he end of each month and payment should made within 30days after issue of bill.

# **CONTENTS**

**Multi Marketing Platform Brand Partner** 

O9. Cost of brand partnership

- Cost of brand partnership
- Long term branding
- CONTACT US

✓ Minimum contract period is 6 months and cost of brand partnership is on monthly basis. (V.A.T. is to be added on)

							brand partnershi				
	PACKAGE Bronze (cost for 1 month)		PACKAGE Silver (cost for 1 month)		PACKAGE Gold (cost for 1 month)		PACKAGE Platinum (cost for 1 month)		PACKAGE Diamond (cost for 1 month)		
	cost for 3 months	cost for 6 months	cost for 3 months	cost for 6 months	cost for 6 months	cost for 1 year	cost for 6 months	cost for 1 year	cost for 6 months	cost for 1 year	
Monthly fee	\$ 4,000	\$ 3,500	\$ 5,000	\$ 4,500	\$ 7,000	\$ 5,000	\$ 10,000	\$ 7,000	\$ 12,000	\$ 10,000	
Opening of landing site (PC & MOBILE)	×	×	×	×							
Reported article											
Product review	1	1	1	1	1	1	2	2			
Special article	×	×	1	1	1	1	1	1			
Interview and coverage support											
Event (Event banner support included)	1	1	2	2	2	2	3	3	Always	Always	
Pre-user event	1	1	1	1	1	1					
Game community event	×	×	×	×	1	1	2	2			
Sponsor banner on right side of IT INVEN site											
Banner above IT INVEN post	×	×	×	×							
Banner inside IT INVEN post	×	×	×	×							
Film / SNS Module	×	×	*	×							
IT INVEN back skin					3 days	3 days	5 days	5 days	7 days	7 days	
NVEN D.A Advertisement	13,000,000	13,,000,000	18,,000,000	18,000,000	32,500,000	32,500,000	52,000,000	52,000,000	70,500,000	70,500,000	
The number of brand can be exposed	1 brand		1 bı	1 brand		1 brand		1 brand		1 brand	

<sup>✓</sup> All of INVEN contents is not to be carried over to next month. Banners on right side sponsor of IT INVEN/ top of notice board/ post is exposed on random basis regardless of contract order.

<sup>✓</sup> Bill is issued at the end of month and payment is to be made within 30 days after bill is issued.



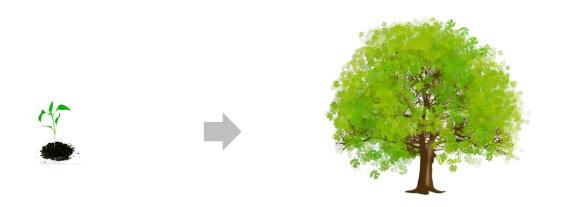
Implementation of various event and promotion that is most suitable for brand partner.

Increase of brand & product awareness.

Frequent brand exposure via brand partnership/ enhancement of brand recognition.

Constant interest on brand leading to purchase of the product.

# **INVEN Brand Partner** is your partner that connects to gamers and share same goal with you.



- ✓ Korea No.1 game webzine with 1.4 million daily visitors in average
- √ 80 percent of market share in game information industry
- Owning various marketing channel including game community, broadcast, event, online shopping mall

### **CONTACT US**







**Head of Business Department** 

## Seung-tae Lee (Flint)

Office +82-70-5029-0313 Cell +82-10-2071-9252 e-mail flint@INVEN.co.kr **Manager of Business Department** 

## Min Kang (Ethaan)

Office +82-70-5029-0313 Cell +82-10-9316-5142 e-mail Ethaan@INVEN.co.kr