



## 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.



We have found working with AdInMo to be extremely rewarding, both in terms of results and process. Their responsiveness, enthusiasm, and dedication to our vision provides a stark contrast to our past experiences with digital advertising.

**Mark Currie**

Head of Development  
TinyBit Studios

