



Campaign:

HGames Artworks, a portfolio publisher with nearly 100 games 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. HGames Artworks 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 found AdInMo's SDK very effective and easy to use and have since put AdInMo in several of our other games.

Michal Vavra
Development Director
HGames Artworks

