INVEN BRAND PARTNER PROPOSAL





Korea No.1 Game Media Platform, INVEN

INDEX

Chapter

1. Company Overview	3
2. Brand Partner Overview	8
3. Brand Partner Products	12
4. INVEN Service AD Promotion	27
5. IT INVEN	31
6. Brand Partnership Package	35

INVEN BRAND PARTNER PROPOSAL

Chapter 01

Company Overview

Traffic Information

Broadcasting Production

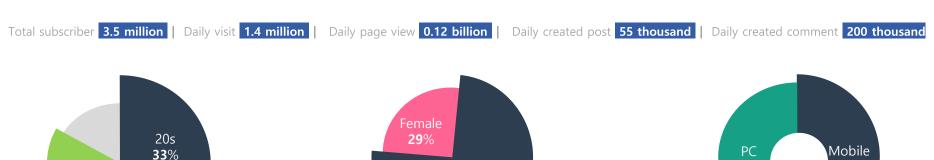
Off-line Event





A game media platform where genuine gamers visit

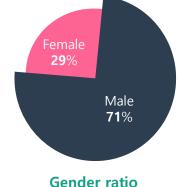
A game-related website, where teenagers and those in 20s who play game the most, visit and look for information A genuine game media platform with some of the audience in 30s who possess high purchasing power



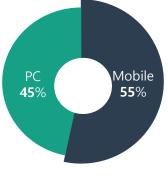
Age ratio

28%

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

Platform

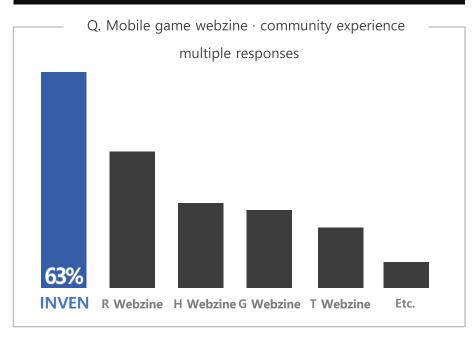


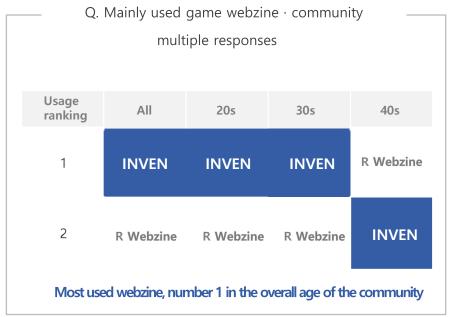


INVEN, website that is mostly visited by teens to 30s

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

Mezzomedia 2020 Mobile Game Industry Analysis Report





e-Sports/ On-line Launching Show & Seminar

X Propose to form a partnership to brand partners first (operation cost is separate)

e-sports

Can conduct in various size from one time competitions to seasonal leagues based on the desired planning such as the platform, budget, etc of the game. Can conduct the operation of competition, promotions through coverage, on-line / off-line relay broadcasts at once.







Online Launching Show & Seminar

Click the image to redirect to the video.

Combination with broadcasting content for contact-free promotion as the off-line event was restricted due to the pandemic Can use the produced videos as a second viral marketing purpose by exposing them to various channels.







Off-line Event

X Propose to form a partnership to brand partners first (operation cost is separate)

Off-line Event and G-Star

Off-line events customized for the needs of clients from planning for products advertising to follow-up content Capable of carrying out various promotions, including independent booth setting, broadcasting, contest, event, and stage for G-Star client









Click the image to redirect to the video.

INVEN BRAND PARTNER PROPOSAL

Chapter 02

Brand Partner Overview

Brand Partner Introduction

Major Partners



Major Partners

What is an INVEN Partner?

It is The fastest and most effective multi marketing platform

to advertise the brand to **gamers and Millennial and Gen Z** through various channels of INVEN



Article contents and press release

Produce various contents that gamers can sympathize



Exposure to portals and external sites

Can expose to major Korean Portal sites



Events

Effective promotions
Through diversified events



Landing Website

Provide PC / Mobile Landing website

(For silver grade or higher only)



Like & Subscribe

Attract to brand websites and Provide a subscription notification system



Service AD

Provide a service AD for effective promotion



INVEN WEBZINE & Community

PC / MOBILE / Console gamers Effectual promotion to diversified targets



IT media for gamers

Characteristics of Inven Brand Partners

A multi-marketing platform where you can meet gamers most efficiently and naturally.

SNS/Blog/Online Cafe



Expose to random non targets
Unilateral information delivery
Difficult to attract through product contents
Run High-Cost, one-time advertisement

Brand Partner



Expose to gamers and Millennial and Gen Z
Organic Communication
Easy to attract through product contents
Effective marketing and branding



Major Partners

With a representative brand of fields, we are **collaborating on many projects** based on partnership.

SAMSUNG Odyssey































INVEN BRAND PARTNER PROPOSAL

Chapter 03

Brand Partner Products

Composition

Review/Article

Cover/Interview

Events

Landing Website

Like/Subscribe

Brand Partner Composition

With Invents Brand Partners, brand the products with diverse service

User-friendly approach with an extensive platform including articles, event, broadcasting, etc.



Composition

Review/Article

Cover/Interview

Events

Landing Website

Like/Subscribe

Reported article

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

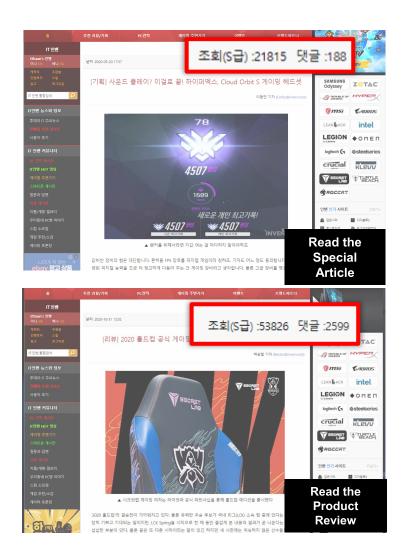




INVEN | ITINVEN | NAVER | DAUM | Google | facebook All of IT INVEN contents are distributed and exposed through various channels.

Special Article & Product Review

Feature articles and product reviews to attract sympathy from the gamers by **special force**Deliver **various information** about the brand and products





Brand Partner Products

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

Brand Partner Products

Special Article & Product Review

Feature articles and product reviews to attract sympathy from the gamers by **special force**Deliver **various information** about the brand and products









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 메인스테이지에는 AMD의 이벤트 퀴즈쇼가 열렸죠. 누구라도 정답을 찾을 수 있는 간단한 퀴즈의 승자는 AMD에서 제공하는 푸짐한 상품들을 받아 가실 수 있었습니다.

퀴즈쇼뿐만이 아니었습니다. SNS에 AMD 로고가 나온 인벤 부스 사진을 필수 해시태그와 함께 공유하면 리셉션에서 럭키 드로우 행사에 참여하실 수 있었죠. 예상치 못한 상품을 획득한 참가자들의 얼굴에는 항박우음이 피어나더군요

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



The coverage of the biggest national game show G-star

Brand Partner Composition Review Products

Review/Article

Cover/Interview

Events

Event Type

Carry out effective advertising with various events in collaboration with other brand partners



Simple quiz, collaborating with a game company

Brand Promotion / Exposure



Perform a comment event in connection with review articles Product promotion effect through a high number of view



Anyone can join easily
Advertise products through comments/SNS
sharing events, which anyone can join easily



With photo events, brand the image of sustainable management even after the purchase



Experience posts by YouTubers/Bloggers
promote brands and products to multi
communities



Through various methods including voting,
Attract interest with creative and innovative
events

Float notification event (support for only a platinum level or higher, prior consultation is required)

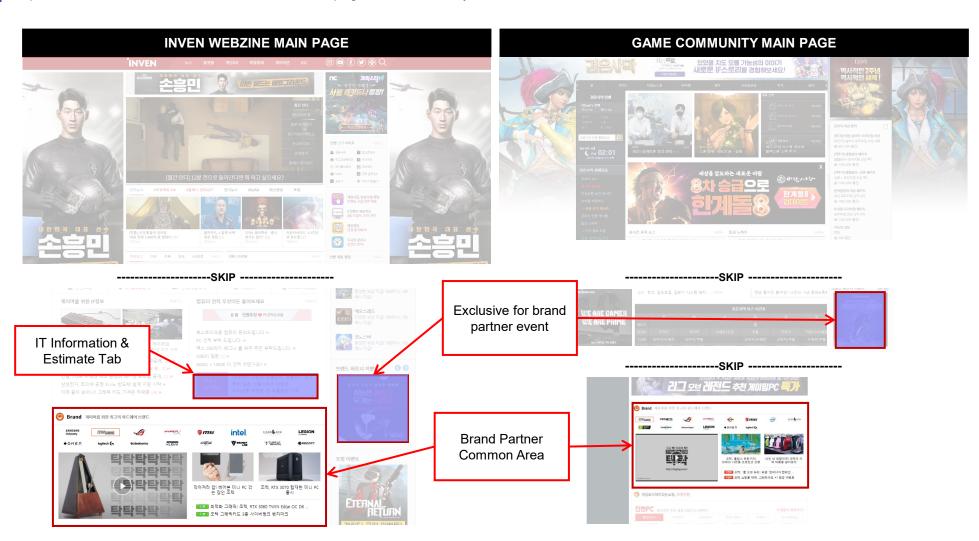
For the mega-sized events, provide a float notification to all INVEN communities



- X Single, press releases, special articles, reviews, and other
 simple content cannot be exposed
- ※ In the case of supporting a prize worth 500,000 KRW
- ※ In the case where all INVEN members can participate
- Support around 6 hours of exposure time depending on an
 event

Event Exposure Area

Expose various areas on INVEN WEBZINE Main page and community



Gallery Exposure Area

Display the event banner at the upper 'Open Issue Gallery' and 'Purchase/Unboxing Gallery'





Opening of landing site (available from silver grade)

Provide independent domains that support both PC and mobile platforms, landing sites are exposed to portal searches. Easily manage the landing site from the administrator page.

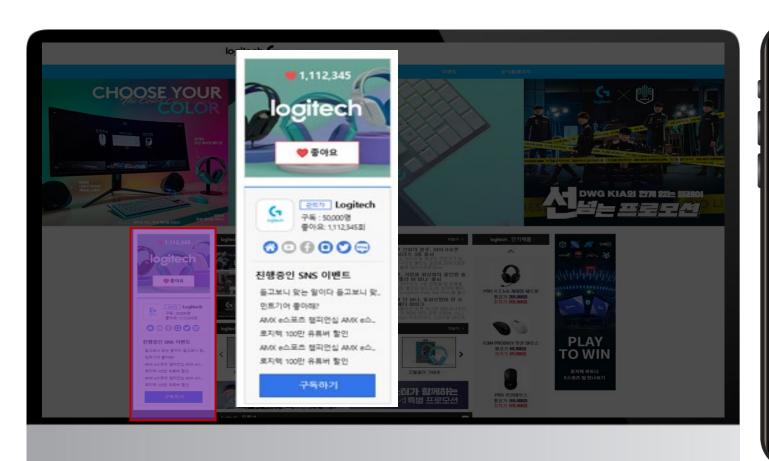


Brand Like/ Subscribe

When Like/Subscribe to the brand, provide the INVEN points to attract to landing websites.

Obtain additional indicators through exposure to external SNS and brand events along with brand exposure

X Different benefits are provided to a brand partner depending on their package grade.

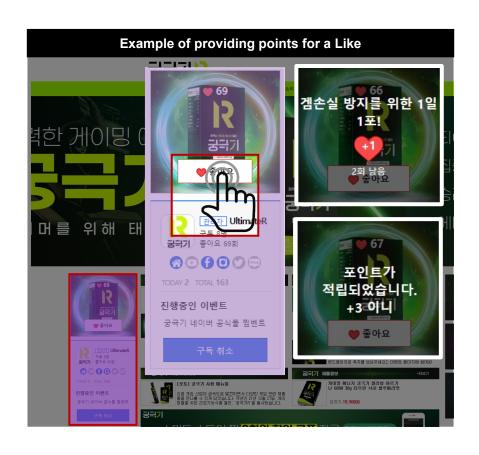


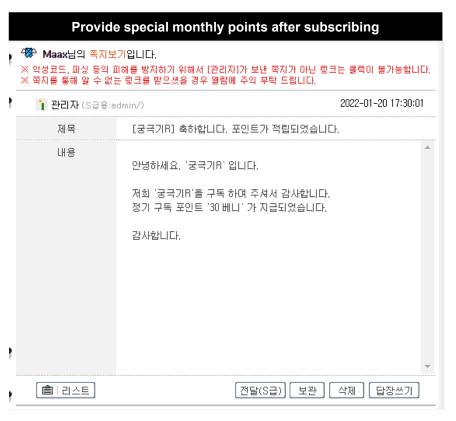


Brand Like/ Subscribe

Encourage users to continuously access brand websites by providing INVEN points if they click Like 3 times a day Providing monthly special points regularly after a brand partner begins to subscribe, prevents canceling the subscription

X Different benefits are provided to a brand partner depending on their package grade.

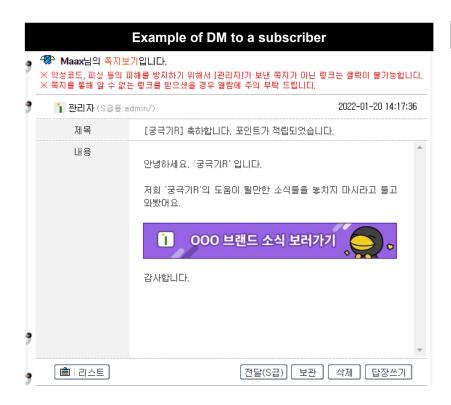




Brand Like/ Subscribe

Sustainable branding utilization is possible through **DM and float notification for a new product article** based on subscribers

X Different benefits are provided to a brand partner depending on their package grade.





Integrated Report Management

Provide a performance management website for easy **data management**, you can see external SNS & event click rates /subscription and Like Status **at a glance**.



INVEN BRAND PARTNER PROPOSAL

Chapter 04

INVEN Service AD Promotion

Effective Marketing

Effective Marketing

The biggest traffic for a game webzine with 1,400K of daily average UV, and 100M of daily average PV Execution of effective marketing on main spaces of PC/Mobile utilizing 100% gamer traffic





- **X** As it is a service advertisement to assist the brand partner's operation, it is different from a general advertising product.
- **X** Provided advertising space and exposure amount is different by package.

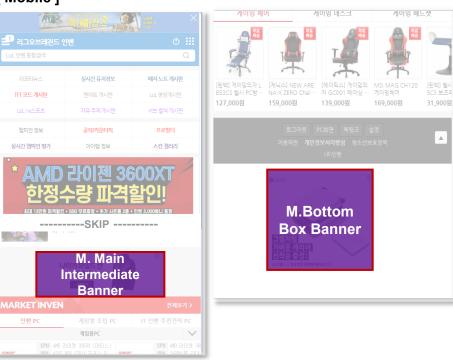
Advertising space

INVEN Advertising Space provide effective promotion methods for brands and products Expose the brand through WEBZINE's Main & Game Community advertisements

[PC]



[Mobile]

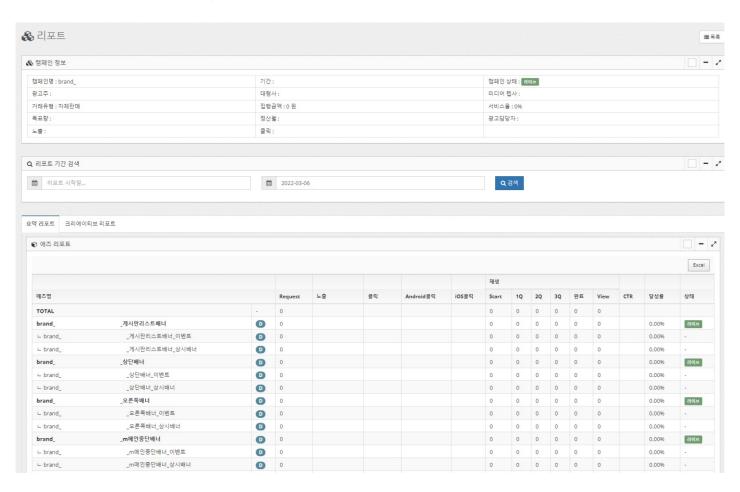


INVEN Service AD Promotion

Effective Marketing

AD Report

Provide an advertising report to check the exposure, click, and click rate on a website Able to **check data in real time** by accessing a report account



- **X** As it is a service advertisement to assist the brand partner's operation, it is different from a general advertising product.
- $\ensuremath{\mathbb{X}}$ Provided advertising space and exposure amount is different by package.

INVEN BRAND PARTNER PROPOSAL

Chapter 05



IT INVENT Introduction

Partner Banner Exposure

Back Skin Banner Exposure

IT INVEN Introduction

IT media for gamers

Communication ground for IT & game users

[Link to IT INVEN]





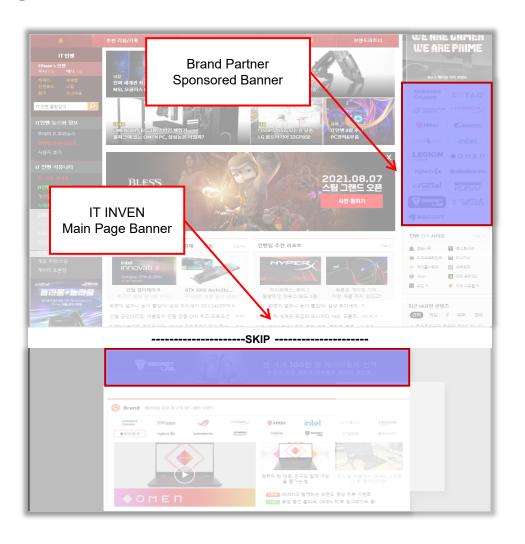
✓ Exposure on IT INVEN main page is available for only above silver grade partner.

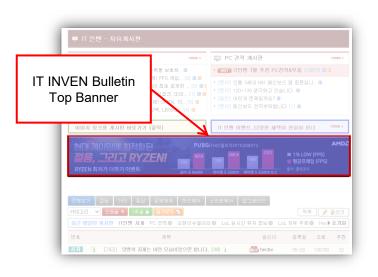
Partner Banner Exposure

Constantly expose the brand and promote products through advertising banners

** FYI, the banner is a banner exposed at IT INVEN, not an advertising banner (for only gold level higher except for sponsored banner)

Partner banner exposure







Back-Skin Banner Exposure

Brand banner exposure on IT INVEN main back skin

X 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 is available for 3 brands maximum/ random 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.

INVEN BRAND PARTNER PROPOSAL

Chapter 06

Brand Partnership Package

Partnership Cost

Long-lasting 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)

		Contents PACKAGE Contents contract		ontents PACKAGE PACKAGE Silver PACKAGE Gold (cost for 1 month)		PACKAGE Platinum (cost for 1 month)		PACKAGE Diamond (cost for 1 month)		
				6 months contract	6 months contract	1 year contract	6 months contract	1 year contract	6 months contract	1 year contract
	Monthly fee	\$3,000	\$5,000	\$6,000	\$10,000	\$8,000	\$15,000	\$10,000	\$20,000	\$15,000
Opening of landing site (PC & MOBILE)		X		•	•)				•
	Like X		X	X		•				
Subscribe		X		X	•)	•			
Subscriber DM		X		X	X		1		2	
New Product article alert		X		X	•)	•		•	
Inven point support		X		X)				
Reported article		X		•	•)	•			
Product review Special article		1 2	1	1		2		Always		
				1	1		1		2	
Interview and coverage support		X								
Event		X		1	2		2		3	
	t notification event 10\$ giveaway required)		X	X	X		1		1	
	Right side Sponsor banner	X)	•		•	
IT INVEN	Bulletin board Top banner		X	X))
	Bulletin board View page banner		X	X	•))
	IT INVEN back skin		X	X	3 da	ys	5 d	ays	7 da	ays
INVE	INVEN DA Service (Imp.) X 22,500,000 55,50		55,500,	,000	74,500,000		113,000,000			
The number	of brand can be exposed		1개	1개	1개		17	'H	17	Н

[✓] 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.

 $[\]checkmark$ Bill is issued at the end of month and payment is to be made within 30 days after bill is issued.



Recognition



Implementation of suitable event and promotion for brand partner.

Increase of brand & product awareness.

STEP 2 (3~6 months)

Familiarity



Frequently expose the brand to users

Increase of brand familiarity

STEP 3 (6~12 months)

Purchase



Increased brand awareness & familiarity during brand partnership leading to **purchase of the product.**

CONTACT US







Leader of Business Team 1

ChanWoo Jung (Maax)

Office +82-70-5029-5742 Cell +82-10-7200-3569 e-mail maxx@inven.co.kr

Leader of Business Team 2

SungJin Park (Sardinn)

Office +82-70-5029-0312 Cell +82-10-7456-7925 e-mail sardinn@inven.co.kr