

OUR GOAL lead and innovate with a media-driven game marketing platform

6 Years of Achievements as a Global Gaming Media Network

Website launched in 2017

Peak monthly visitors exceeded 9M

Successful and profitable IGEC esports conference in California hosted annually from 2018-2022

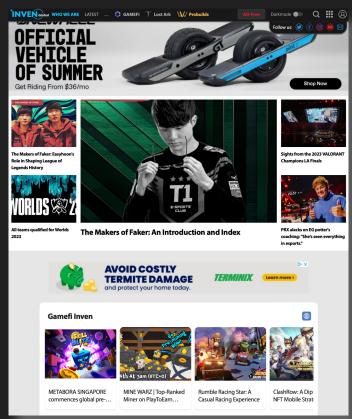
Two collegiate esports conferences and two esports investment forums hosted

Four-time nominated for Esports Coverage Platform of the Year by DESPORTS



Inven is South Korea's premier gaming media platform, with gaming webzines, communities, entertainment, and e-commerce.

Inven Global is the U.S. branch of Inven, first established in September 2016. It produces content for English-speaking gamers and organizes large-scale esports conferences.



LEVELED UP to a Global Gaming Marketing Platform

GAMING MEDIA

Quality content creation and community development

Design and execution of successful esports industry and collegiate events

Strategic partnerships developed through Inven's media business

GLOBAL MARKETING PLATFORM

Tailoring content creation and distribution for client needs

Building horizontal and exclusive partnerships with media around the world, serving as a bridge between Asian and global markets

Consulting on marketing strategies optimized for each regional market as passionate gaming experts

WHY does INDUSTRY need us?

01	End-to-end consulting solution	Complete consulting for advertising, PR, and native content campaigns in any global region. We optimize game launch marketing plans and tactics.
02	Combination of marketing strategy and gaming experts	Our successful content and campaigns are expertly crafted and distributed by specialists who understand gaming industry and consumers.
03	Break down regional and language barriers	Experienced teams in Seoul, South Korea, and California, USA. Our global team manages any language and time zone challenges to serve clients and ensure fast feedback.
04	Secure highest results at the lowest price	Through direct partnerships with media partners around the world, we offer clients the best value by cutting out the middleman, getting rid of unnecessary processes and fees.

How our PRODUCT works



Step 1

Select target region and solution (Ads, Content, Influencers, etc.)



Step 2

Optimize and deliver proposals to clients after research and analysis



Step 3

Manage the execution of campaigns and report results to clients

Our GLOBAL platform



Korean & Asian Clients Media Partners Worldwide

MEDIA PARTNERS US & CANADA

Collective MV: 980,000,000+

































































MEDIA PARTNERS LATAM

Collective MV: 650,000,000+





















































omelete

MEDIA PARTNERS EUROPE

Collective MV: 119,000,000+















































EUROGAMER

MEDIA PARTNERS SE ASIA

Collective MV: 30,000,000+









































Sponsored Content

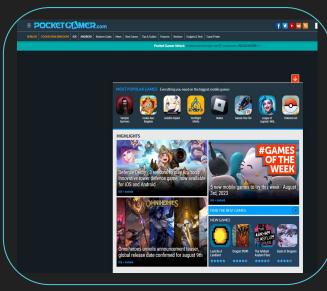
One-stop-shop for all your native article needs. PRODUCE, EDIT, SCHEDULE, REPORT

Articles written by gamers for gamers on the most popular media websites.



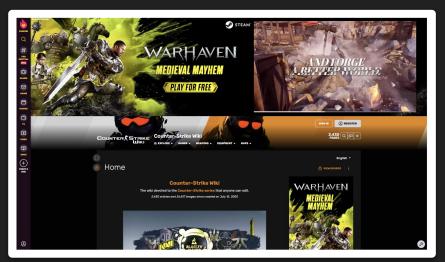


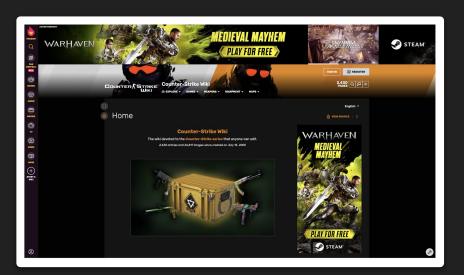




Display ADs

ADs served to targeted viewers on popular websites. PRODUCE, SCHEDULE, REPORT





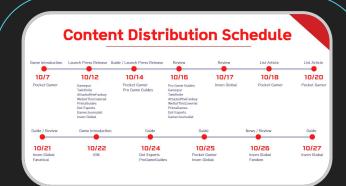
Target your audience by location, interests, and demographic on the websites that matter to you.



Case Study #1

UNDECEMBER - Line Games

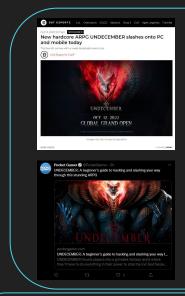
NATIVE MARKETING- Undecember's October 2022 launch

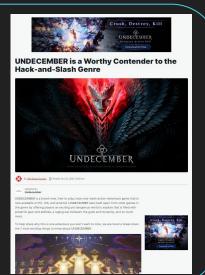


40 articles **22** social media posts

- 9 press releases
- 16 guides
- 2 game introductions
- 2 list articles

• 11 reviews





13 websites

























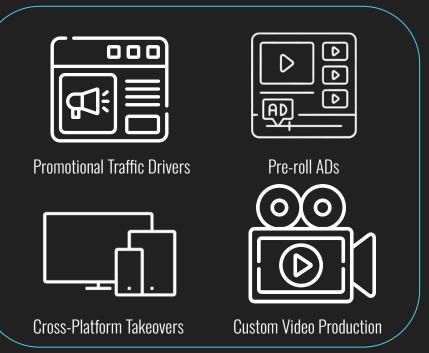


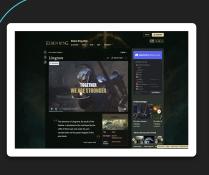


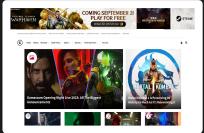
Case Study #2

WARHAVEN - Nexon

SPONSORED ARTICLE and DISPLAY AD CAMPAIGN











Case Study #3[EMBARGOED] GAME- HybelM

REVIEW CAMPAIGN

"[The game] bridges the gap between nostalgic 2D action RPGs and the modern era, offering a visually stunning and emotionally charged gaming experience that caters to the mature gamer."

- OUOTE FROM REVIEW

"[The game] captures the essence of intuitive combat, effortlessly merging fluid mechanics with dynamic character interplay, offering players an exhibitant dance of strategy and action."

- QUOTE FROM REVIEW



Four 2000 word reviews



12+ cumulative hours of gameplay

REVIEWERS



John Popko
Digital Marketing
Specialist & Reporter
INVEN GLOBAL



Erik "DoA" Lonnquist Video Game Host & Commentator



Frosty
Creator & Influencer
MOGTALK



Michael "Drexxin" Lalor Journalist HEAVEN MEDIA

Case Study #4

LOST ARK - Smilegate

DATABASE, SIMULATOR, and COMMUNITY

Total Views: 10m+

Partnered with



to bring game info to all their users.



Skill Simulator

Players can simulate creative and fun skill builds before trying them in game.



Community Driven

Players contribute skill and character builds. The community can view, like, and comment popular builds.



Database

A item, skill, character info, etc. database for players to gain refined information.



Maps

Interactive maps with item, quest, NPC points of interest.

Other Campaigns



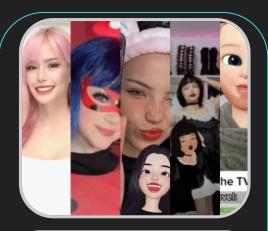
METABALL - Bucketplay

Sponsored articles & YT Trailer



DEFENSE DERBY- Krafton

Sponsored articles



ZEPETO - Naver Z

Influencer TikTok campaign





Euideok "Vito" Oh President & CEO



Jessica Yip **Director of Partnerships**



John "Oddball" Popko **Digital Marketing Specialist**



Junki "Artz" Hong Sr. Business Director



Jiyeon "KaEnn" Kim Sr. Director of Operations



David "Viion" Jang Sr. KR Reporter

Thank you

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