

In-Brand Advertising

Attract Gamers with Cost-Free Offers

"57% of people who play mobile games eat fast food one or more times per week."

– [AdColony | Mobile Trends in QSR](#)

In-Brand Ads are the fastest way for brands to connect to highly lucrative gaming audiences. The brand receives reimbursement for offer costs of each high-value offer redeemed.

How it works:

- The brand promotes game download in owned channels
- Customer receives reward for downloading & playing
- Brand reimbursed for the offer cost of each redemption

mobivity

