

HOW WE BOOSTED ROAS BY +220% FOR FUNVENT

“ We count on Adikteev as a trusted partner in the UAE – their team helped us achieve our performance goals, while adapting quickly to all regional nuances ”

KIRAN BABU, Founder @Funvent



BACKGROUND

Funvent is a leading mobile casual gaming studio based in the UAE, with a global reach of over 300 million players. Tile Park is one of its flagship casual puzzle games, built around tile-based challenges with progressively increasing difficulty.

As a free-to-play title, the game relies primarily on ad-based monetization, supported by short, repeatable gameplay sessions that drive frequent and sustained user engagement.

THE OBJECTIVE

The goal was to improve IAA performance by re-engaging players who were recently inactive, while keeping ROAS healthy.

1. Reactivate recently inactive players
2. Improve D7 ROAS on android
3. Increase monthly ROAS by optimizing IAA segmentation

STRATEGY

The strategy centered on ad-viewer segmentation, using behavioral and geo-based segmentation to refine IAA performance.

Value-Driven Ad Viewers:

Users were segmented based on their historical ad consumption, allowing campaign intensity to be aligned with individual monetization potential.

Tier-based Geo Targeting:

Players were segmented across two country tiers: Tier 1 markets, representing the most lucrative audiences, and Tier 2 markets, leveraged for cost-efficient scale and incremental reach.

RESULTS

METRIC	RESULT
D7 ROAS	+ 220% ABOVE TARGET
D7 RETENTION	+ 20% ABOVE TARGET

KEY TAKEAWAY

Segmentation is central to achieving ROAS targets for IAA-driven apps.

By identifying high-value ad viewers and re-engaging them at the right moments, Funvent was able to improve monetization efficiency. Geo-tier performance and ad-viewing behavior proved to be reliable signals for optimization, with ongoing testing driving incremental gains.

Ultimately, keeping audience strategies simple and behavior-based is key to building sustainable IAA performance.



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