Joyn Publishing Platform
A mobile game self-publishing platform

What and for whom
A mobile game publishing platform that automates marketing and monetization tasks for game studios to launch campaigns on Facebook and track their games' monetization.

Why
This platform automates some of the processes and provides self-service solutions for the solo and small developers to focus more on their main task which is game design and not worry about the publishing and marketing aspects yet have access to all the data with full transparency.

Outcome
A web application that receives submitted apps from *developers* and after being reviewed by the *reviewer* of the system starts running advertising campaigns using Facebook API and shows the results to both reviewer and the developer. Other functionalities will be determined and discussed with the specific team.

Conditions
Any outcomes produced by the student team under and within the framework of the Software Project and any transferable intellectual property rights related thereto, incl. all the economic rights of the author and rights to protect intellectual property are transferred to Joyixir OÜ from the moment of creating them. Some functionalities of the backend may not be published as open-source software.

Benefits
- Possibility of employment and joining the Joyixir family to continue working on the project with 20% of the royalty from the first year of the revenues from the project once launched.
- Providing tutoring and educating material to understand how the publishing and marketing aspect of the mobile games work
- We welcome interested students in other aspects of games such as for live-ops and other back-end services related to games and provide internship opportunities.
Contacts

If you have some questions before choosing the project or want to know more you can reach us via the following contact.

Mohammad Reza Hassanzadeh, VP of Production, reza@joyixir.com
Mohammad Ali Sharpasand, CEO, ali@joyixir.com