



Journal 29 - Interactive Book Game

Testimonial

It worked great for my project! Gadget Flow has helped me get the word out by promoting my interactive book to their community and that resulted 4:1 ROI in direct pledges within a week. Most importantly though, when I asked my backers where did they come from the majority learned about the project from Gadget Flow.

- Dimitris Chassapakis, Creator

Product name: Journal 29 - Interactive Book Game

Package: Standard

Listing link: ([click here](#))

Type: Indiegogo campaign

About the product

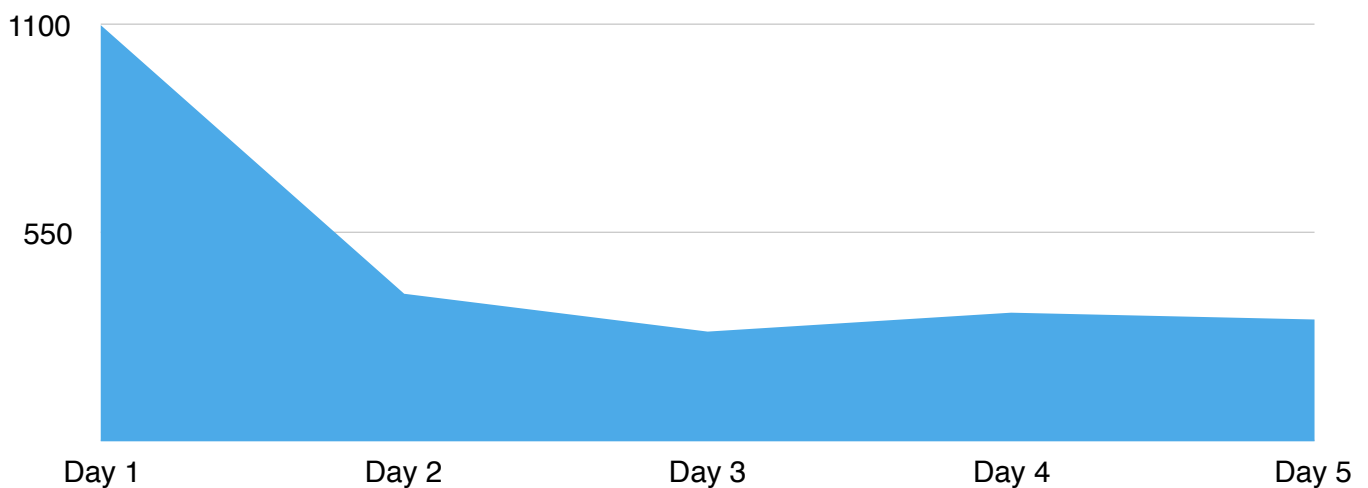


If you like solving riddles, the Journal 29 is the right book for you. This is a 140 page book which comes with over 60 riddles you can solve to move forward in the game. The entire story is in the form of a riddle-solving challenge that will build up your interest every step of the way. It begins with the narration of a top secret excavation that did not bring any result for 28 weeks.

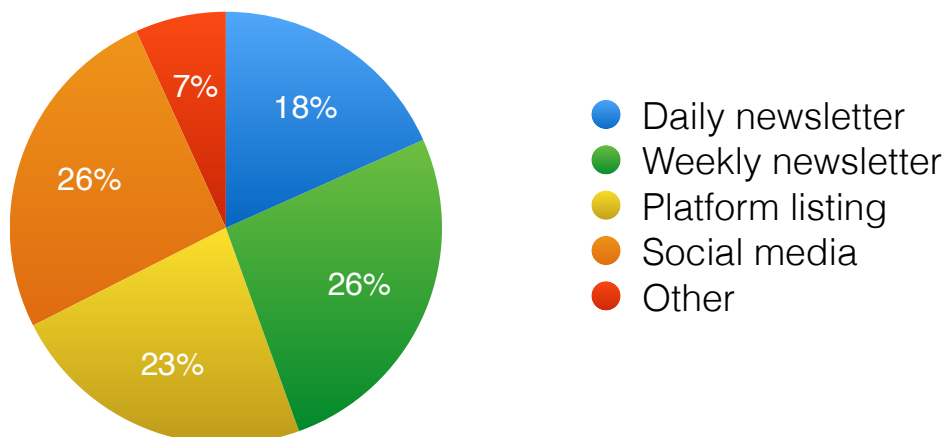
Analytics

Platform listing views - 30 days	8,803
Total impressions - (social media, newsletters, sliders, platform)	390,000+
Clicks (direct promotion + listing buy now button) - 30 days	1,809
ROI (Return on Investment)	5:1
Total backers via Gadget Flow	121
Amount raised via Gadget Flow	\$4,230

Platform listing views / 5 days



Top traffic sources



Demographics & Statistics

Newsletter demographics

63% USA

18% United Kingdom

10% Spain

9% Other

Platform listing demographics

60% USA

11% United Kingdom

21% Italy

8% Other

Operating system

45% Mac OS

37% Windows OS

10% iOS

2% Android OS

6% Other

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