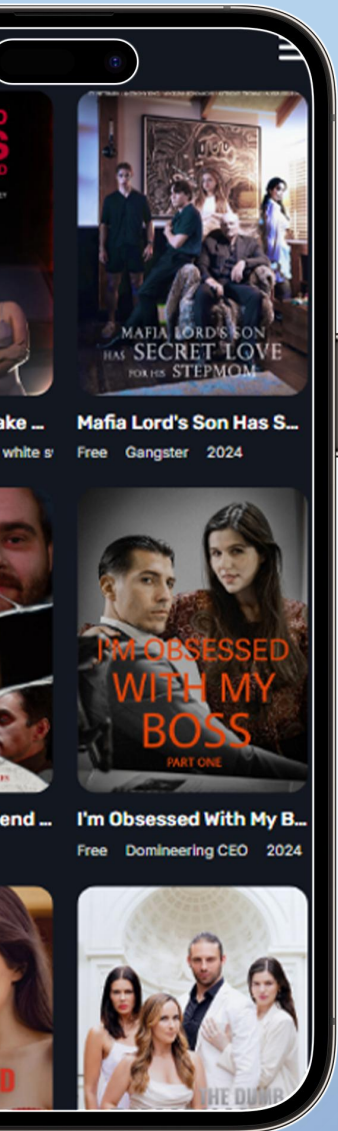**Broad Solutions, LLC**

Plug-and-Play
Entertainment Center

An Engagement, Retention, Revenue & Growth Layer for
Apps&Websites

Jan 2026

A Plug-and-Play Entertainment Center You Can Add Anywhere

Short Drama

Center

Offer Wall

Game

Short Drama
- Episodic short-form content (1–3 minutes)
- Cliffhanger structure for daily return
- Optimized for idle and fragmented time
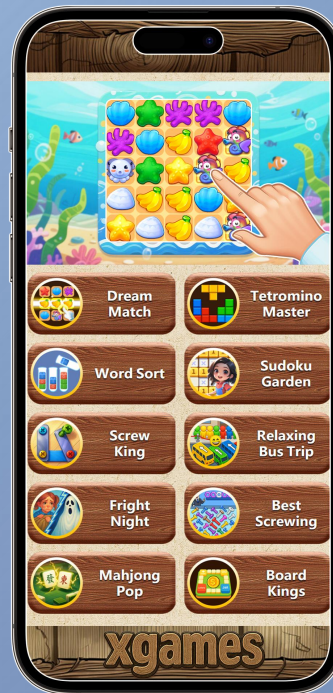- Supports interactive progress and unlocks

Offer Wall
- Task-based missions and rewards
- Flexible offer and content linking
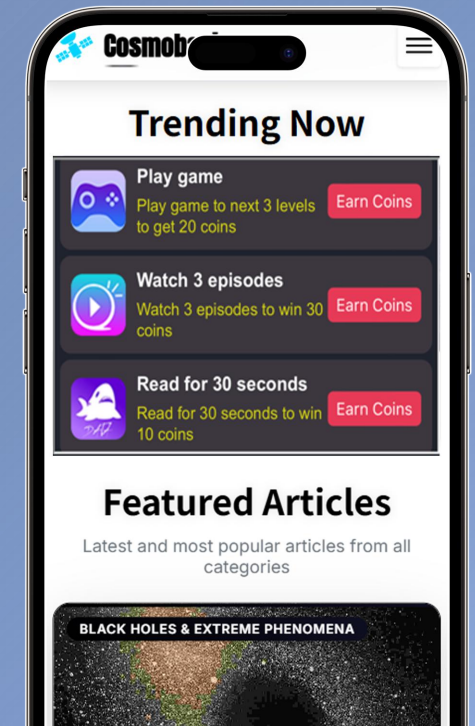- Encourages deeper user actions
- Bridges engagement and monetization

Game
- Instant play, no download required
- Short sessions, easy repeat play
- Multiple casual game genres
- Works seamlessly on apps and websites

https://www.broadsolutionsgroup.com/

Engagement That Builds Revenue Bloom

New monetization streams via **ads** and **in-app** purchases

Successful case study:

The New York Times Games

100+ games

80+ short dramas

and updating

SDK & website,

works both way

Day-1

retention:

55%+

Longer sessions

Frequent returns

Strong repeat usage

Building a Cross-Industry User Interest Pool

User Interest

- E-commerce and deals
- Games and interactive content
- Travel and lifestyle
- Entertainment and media
- Etc.

What does the Center do?

1. Collects user interaction data

2. Analyzes user interest signals

3. Recommends personalized contents to each user

What Our Customers Are Saying

Users stay engaged for up to
40 minutes
per session

55%
Day-1 retention, significantly above industry benchmarks

Substantial ad revenue generated from non-paying users

A better overall user experience—users genuinely enjoy the games