Real-life IAP

Making money after users download your app

Parker Erway

Monetization Techniques

History

Use cases

Structure

Easy way

	Subscriptions

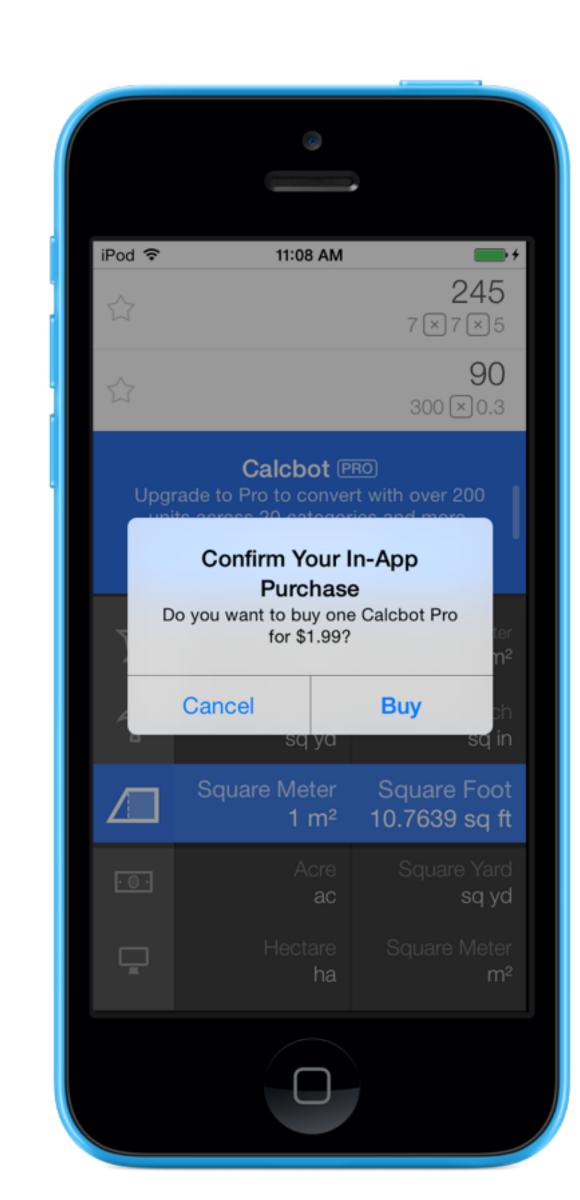
	Subscriptions

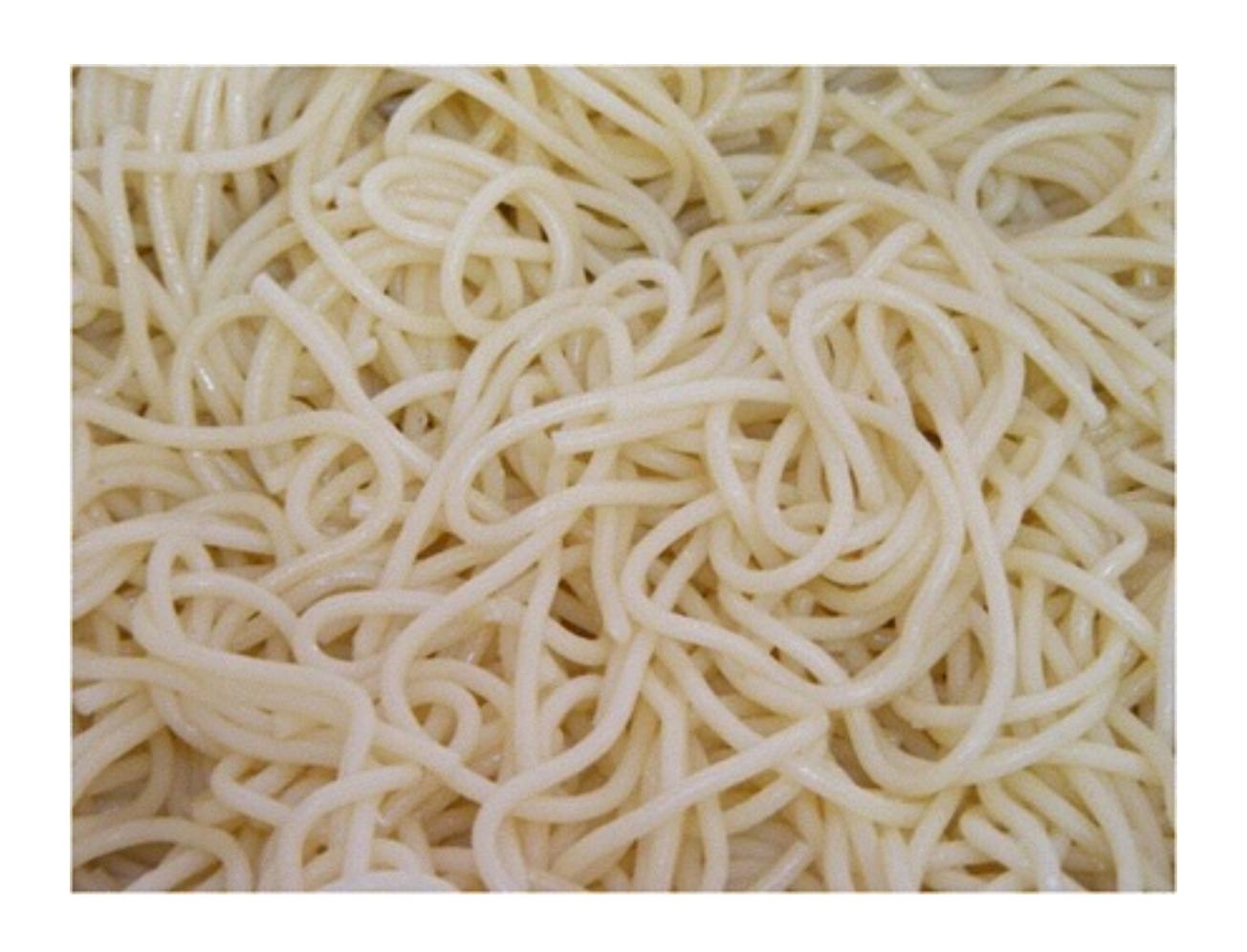
		Subscriptions
Freemium Free + IAP	Paid + IAP	

(iPhone OS 3.0)

(iOS 5)

(iOS 7)





of top-grossing apps use IAP as their only source of revenue

Product Request

Display product

Product Information Product Request

Product

Display product information

User selects product

Make payment

Process payment Product Request

Product Information

Display product information

User selects product

Make payment request

Process payment

Observer called

Provide product

Product Request

Product Information

Display product information

User selects product

Make payment request

Process payment

Observer called

Provide product

github.com/robotmedia/RMStore



. . .

//handle error



Monetization Techniques

History

Use cases

Structure

Easy way