Immersed

Your own VR office — work alone or with teams

immersed.com · Add the Tesseract

Every software development team I've ever been on or led has had the issues of video conferencing that just not being the same as working together in person, side-by-side, whiteboarding, pair programming, etc. I want to solve this problem, not because I love remote work, but because I hate it and want to make remote work more like in person.

Rand Bizzy CEO @ Immersed

Why you may want to support us...

1. Partnership with Facebook to roll out to millions of Oculus users in the next 1-2 weeks.
2. CEO was the lead architect at several Fortune 500 companies. Team from Google, Microsoft, and YC.
3. Went through Techstars Chicago '17 and previously raised over $1M.
4. Only VR productivity app that enables 2+ wireless HD screens with less than 0.001sec latency.
5. Advisors include Daniel Ha, co-founder of Disqus, and Jake Thomsen, partner at Sovereign capital.
6. Our average user works 35+ hrs each week using Immersed.
7. Users can have 5 virtual screens + a virtual whiteboard in a distraction-free private virtual office
8. Co-workers can teleport into each other's virtual offices to collaborate when needed.

Why investors ♥ us

MEET THE TEAM · MEET OUR FOUNDERS

I've been a VR user and enthusiast since the days of the Oculus Kickstarter. Immersed is the most impressive VR software I've used in terms of its overall polish, performance, and entertainment. But the idea painfully means that we are in the early days of the V&AR industry. The tech is limited, the market is small, and the commercial interest is experimental at best. However, this is a common phase for all consumer technologies and it's inevitable that the technologies will improve and the market will grow. That's why I'm excited to be working on productivity tools. Immersed VR is betting on the long term and we're helping people work better and collaborate with others in a world where it's difficult to.

Rand Bizzy
CEO & Founder

Daniel Ha Cofounder, Disqus

LEAD INVESTOR ▸ INVESTING ALONG THIS ROUND

Our team

MEET OUR ACCOMPLISHMENTS

Rand Bizzy
CEO
Led the dev team that created GreatBigStory.com and growth-hacked it to over 4M followers in 2 months.

Joe Bernardi
VR UI & Web Development
Techstars graduate, top ranking bootcamp engineer, and graduated from one of the world's most prestigious VR development programs.

Tatsuya Yamashita
Front & Linux Development
Lead developer for front-end architecture and optimization at a Y Combinator startup, and created the world's fastest multi-monitor streaming tech for mobile platforms.

Pablo Vela
Computer Vision/ML
Built cutting-edge facial pose estimation tech, and graduated from one of the world's most competitive online Computer Vision programs.

Anthony Harchel
VR Development
Creative Technologist at Google, Rapid Prototyping & Optimization at world-renown Ad Agencies, and Founding Member of the Board for a gaming non-profit.

Scott Roberts
Product Design(ish)
Windows developer since 1998, one of the top experts in C/C++/C# in the world, has led immersive technical teams at Hewlett-Rackard, and has started his own startup.

In the news

Downloads

Immersed Mod Loader Check.pdf

Imagine if remote teams could work together in a virtual workplace, easily and effectively from anywhere.

No new technology has edapted to collaboration for remote teams. Immersed allows you to work solo in VR, or collaborate with your team no matter where you are.

We partnered with Facebook and are launching in the Oculus store as we speak, rolling out Immersed to millions of users.

Remote teams only have bad options for collaboration.

Remote teams have limited options. They either use fragmented tools like Gmail, Slack, or Skype, leading to miscommunication via chat and connectivity issues. Or they fly + drive + co-work, wasting days on airports and hours in traffic.

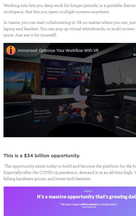
Immersed is THE productivity platform to power the future of work.

By bringing distributed teams together and solo workers into a distraction-free virtual workplace. Solo workers can increase their productivity by 40% in deep work periods, and remove 1hr+ weekly hours in eliminating distractions. Teams can collaborate with their teams in VR no matter where they are.

Digital workforce, the Gartner Virtual Workspace MQ

Traction

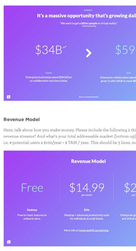
Back in 2015 we went through Techstars Chicago, and within a weeks, we had over 3,000 people sign up for our product, which didn't exist yet. Now, we have onboarded over 10,000 users in the last year, and we haven't even launched on the Oculus store yet which currently has 10M users.



Team

Immersed is a small team with some of the best engineers in the world, and has incredible advisors that have supported its mission since day one.

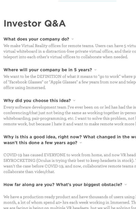
Jake Thomsen, Partner at Sovereign Capital, has personally invested $150K and is participating in our seed round. Daniel Ha, co-founder of Disqus, which is the largest commenting app that has reached more than 1 billion users, is daily working with us to build the best possible user experience. [MARIA TO IMPROVE THIS BLURB ON JEAN]



How it works

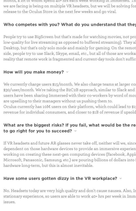
Working solo lets you deep work for longer periods, in a portable distraction-free virtual workspace, that lets you space multiple screens anywhere.

In teams, you can start collaborating in VR in some of our features, we just running off your laptop and headset. You can pop up virtual whiteboards, or multi-screen sharing and much more. Just see it for yourself!



This is a $34 billion opportunity.

The opportunity exists today to build and become the platform for the future of work. Especially after the COVID-19 pandemic, demand is at an all-time high. VR is ready with falling hardware prices, and lower-tech barriers.



Revenue Model

Here, talk about how you make money. Please include the following 4 things: *What is your revenue stream? And what's your total addressable market (TAM) right? Above your TAM, i.e. 4 potential users & $100/year = $1M, / year. This should be 5 tiers, max.*

What's next

We want to raise a small $150K Round to continue building and scaling the platform as we launch on the Oculus store. Refining consumer experience, adding enterprise features, and scaling our userbase will be our priorities before we do a larger Series A in 2021.

Immersed will be the platform that brings distributed teams together in the remote working economy.

Investor Q&A

What does your company do? →

We make Virtual Reality offices for remote teams. There you have 3 virtual screens + a virtual whiteboard in a distraction-free private virtual office, and their co-workers can teleport into each other's virtual offices to collaborate when needed.

Where will your company be in 5 years? →

We want to be the DEFINITION of what it means to "go to work" where people put on a pair of "Facebook Glasses" or "Apple Glasses" a few years from now and teleport to their virtual office using Immersed.

Why did you choose this idea? →

Every software allows remote team. I've ever been on or led has had the issue of video conferencing(that just not being the same as working together in person, side-by-side, whiteboarding, pair programming, etc. I want to solve this problem, not because I love remote work, but because I hate it and want to make remote work more like in person.

Why is this a good idea, right now? What changed in the world? Why wasn't this done a few years ago? →

COVID-19 has caused EVERYONE to work from home, and now VR headset sales are SKYROCKETING (Oculus is trying their best to keep headsets in stock). That previously wasn't the case before COVID-19, and now, collaborative remote teams need a better way to collaborate than video.chat.

How far along are you? What's your biggest obstacle? →

We have a production-ready product and have thousands of users using Immersed every month, a lot of whom spend 20+ hrs each week working in Immersed. The biggest obstacle we are facing is being on multiple VR headsets, but we will be solving for that after we release to the Oculus Store in the next few weeks and go viral.

Who competes with you? What do you understand that they don't? →

People try to use Bigscreen but that made for technical teams, not productivity (also, low-quality for live streaming as opposed to buffered streaming). They also try to use VR Desktop, but that's only solo mode and mainly for gaming. On the remote collaboration front, there's Facebook Spaces, but that's limited, etc. None of these are workarounds for the reality that remote work is fragmented and current day tools don't utilize.

How will you make money? →

We currently charge users $15/month. We also charge teams at larger corporations $20/user/month. We're taking the RecRoom approach, where it's free to use and build on the platform, but we charge for premium features. We've used 18 month manually and are upselling to their investors without us pushing them to.

Oculus currently has 10M users on their platform, which could lead to $120M of current revenue for individual consumers, and closer to 1B of revenue if we capture 10% of users.

What are the biggest risks? If you fail, what would be the reason? What has to go right for you to succeed? →

If VR hardware and Oculus All glasses never take off, neither will we, since we're currently dependent on those hardware devices to provide an immersive experience. The tech giants working on creating these next-gen computing devices (Facebook, Apple, Google, Microsoft, Panasonic, Samsung, etc.) are pouring billions of dollars into figuring out the hardware long-term, but that is almost inevitable.

Have some users gotten dizzy in the VR workspace? →

No. Headsets today are very high quality and don't cause nausea. Also, Immersed is a stationary experience, so users are able to work on 5m per week in Immersed with no issues.

How will you get buy-in from large corporate companies? →

Immersed is using the B2C2B approach where our users are champion evangelists for our product inside their corporations who sell up to their managers on our behalf, similar to Slack or Dropbox.

Do you expect a professional to buy a VR headset just for Immersed? →

Everyone is going to buy a headset (or AR glasses) someday. It's just now a matter of when it becomes ubiquitous due to there being a killer application that everyone is buying it for. facebook has partnered with Immersed because they believe we are that killer application.