

immersed

# Powering the future of work

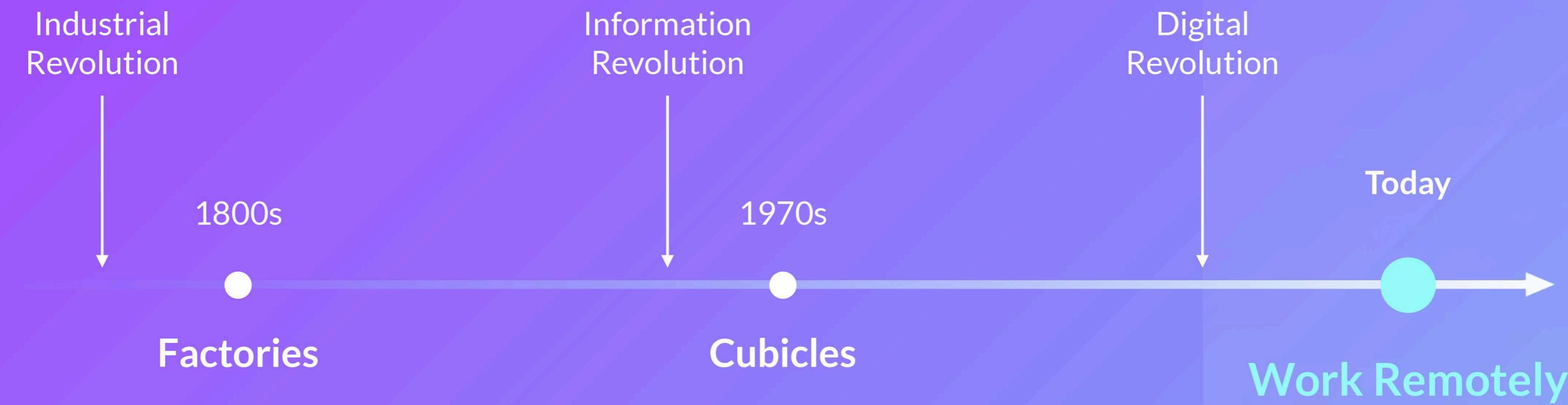
---

Investor Presentation



# How we work has changed forever.

Advancements in technology and society as a whole are **redefining how we work.**



#theriseofremotework

# Remote working is the future...



Source: Gallup

# ...and it's already creating happier workers.

“Remote working opportunities play a major role in an employee’s decision to take or leave a job now.”  
- Gallup Study

96%

## Happier Workers

96% of remote workers would recommend it to their friends.

25%

## Less Turnover

25% less employee turnover when companies allow remote work.

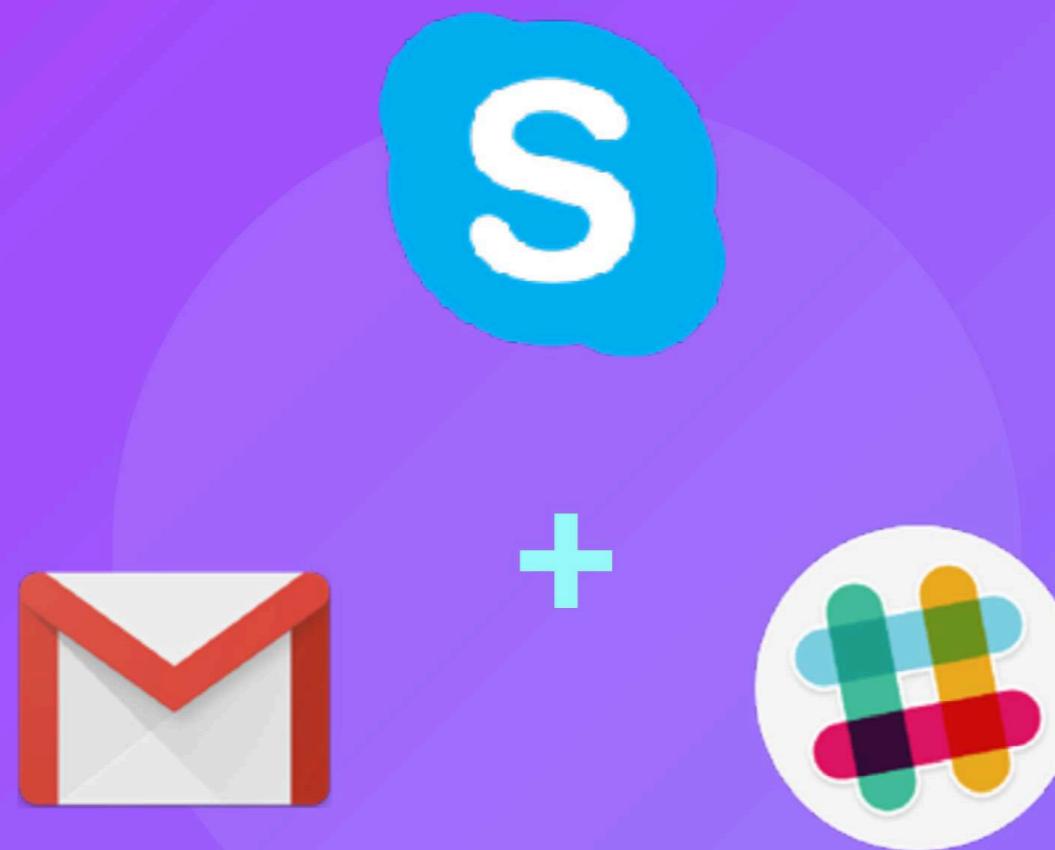
82%

## Less Stress

Remote workers have lower stress levels, creating a happier workforce.

# But remote teams have two bad options for collaboration.

## OPTION 1 - REMOTE WORKAROUNDS



Skype + Email + Slack

### Fragmented Productivity Tools

Miscommunication via chat and connectivity issues via video conferencing, reducing effectiveness.

OR

## OPTION 2 - MEET IN PERSON



Fly + Drive + Co-Work

### Time and Money Wasted

Days spent in airports and hours spent in traffic, only to be distracted in publicly-shared spaces.

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

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

Bringing distributed teams together and solo workers into a distraction-free virtual workplace.



## SOLUTION

# Work solo in VR to dramatically increase productivity.



Deep Work for Longer Periods



Notifies Team Once Available Again

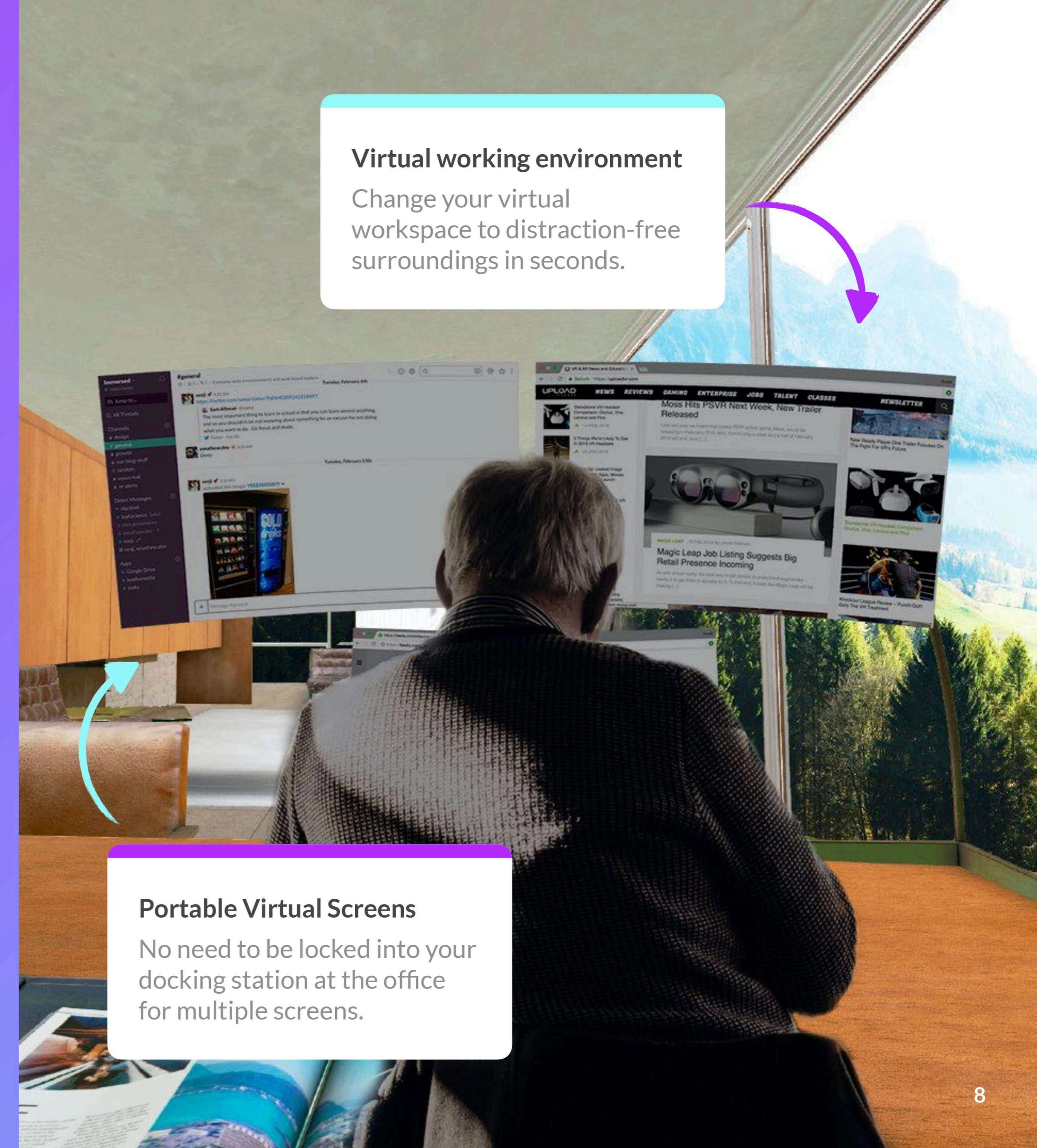


48%

Increase in productivity when using an additional display.

16 hrs

Work hours recovered weekly by eliminating distractions.



# Or collaborate with your team in VR, no matter where you are.

A portable, virtual workplace that runs off just your laptop and headset.



# Created by some of the world's top engineers.

Our team has developed tech for autonomous drones, virtual world simulations, and architected/scaled platforms to 20M daily users.



**Renji**  
CEO & CTO

Techstars graduate, lead architect of several Fortune 500 and startup software development companies, and has a Master's in Computer Vision from Georgia Tech.



**Joe**  
VR & Web Development

Techstars graduate, top coding bootcamp engineer, and graduated from one of the world's most prestigious VR development programs.



**Tatsuya**  
Mac & Linux Development

Lead developer for kernel-level architecture and optimization at a Y Combinator startup, and created the world's fastest multi-monitor streaming tech for mobile platforms.



**Pablo**  
Computer Vision/ML

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



**Anthony**  
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**  
PC Development

Windows developer since 1988, one of the top experts in C/C++/C# in the world, has led innovative technical teams at Hewlett-Packard, and has started his own startup.



# It's a massive opportunity that's growing daily.

“We want to get a billion people in virtual reality.”

- Mark Zuckerberg

\$34B<sup>↗</sup>



\$59B<sup>↗</sup>

TODAY

Enterprise businesses spend \$34 billion on collaboration solutions today.

2023

Enterprise collaboration spending is projected to grow 11.6% CAGR to reach **\$59 billion** by 2023.

# Why Now?

The opportunity exists today to build and become *the platform* for the future of work.



## Demand Rising

Especially after the COVID-19 pandemic, remote work is taking off, but there is no go-to solution to make it more productive for distributed teams.



## VR is Ready

Falling hardware prices, like the \$150 Oculus Go, make high-quality VR headsets affordable for the first time in history.



## No Tech Barriers

Computer vision tech enables hand-tracking, removing barriers to adoption for every day people.

# Our users love and use Immersed regularly.

35 hrs

Weekly Avg. Power User Usage

“Immersed has changed my computing workflow forever. As a full-time remote worker, it's been the most significant upgrade to my process. The increase in productivity cannot be overstated.”

- Vermeer Grange (Immersed user)



\$20k

revenue (pre-store launch)

Including decision makers on teams from:



# Revenue Model

Free

Desktop

Free for basic features to onboard users.

\$14.99  
per month

Elite

Desktop + advanced productivity tools for individuals & small teams.

\$29.99  
per user per month

Teams

Enterprise-grade collaboration tools and virtual offices for large teams.

More info at [immersedVR.com/pricing](https://immersedVR.com/pricing).

# Raising \$1M to build out the platform to power the future of work.

Funding round to polish consumer + enterprise features, scale acquisition, and expand.



VISION

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

immersed

# Powering the future of work

---

For more information about this investment opportunity  
please contact:

**Renji Bijoy**  
CEO & CTO  
[renji@immersedvr.com](mailto:renji@immersedvr.com)

