

Services & Pricing

Everything you need to know about what we offer, how we work, and what it costs.

All services are delivered by Justin Matheson, founder of Rift Education, using the Rift Method — a facilitation framework built around commercial video games as precision instruments for essential skills development.

01 Facilitated Workshops

Game-Based Learning for Your Team

Half-day and full-day workshops using commercial video games as the learning environment. No prior gaming experience required. All pricing includes game setup, facilitation, and structured debrief.

GROUP SIZE		HALF-DAY	FULL-DAY
Small Group	Up to 15	\$1,500	\$2,500
Mid-Size Group	16–30	\$2,000	\$3,500
Large Group	31+	\$3,000	\$5,000

Large group sessions require a co-facilitator. Co-facilitation fees and travel billed separately. Equipment needs for large groups assessed per engagement.

02 Program Consulting

Build Your Game-Based Learning Program

Strategic consulting for educators and L&D teams. Covers curriculum design, game selection, facilitation guidance, and program structure.

Hourly	\$200 / hr
Retainer 10 hours / month	\$1,800 / month
Project-Based Scoped per engagement	From \$1,500

03 Speaking

Keynotes, PD Sessions, and Presentations

Conference keynotes, professional development sessions, and institutional presentations on game-based learning and the Rift Method. Available in-person and virtually.

Local / Virtual

\$750

Travel Required

From \$1,500

Travel expenses billed at cost

CONTACT

EMAIL

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WEBSITE

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RESPONSE TIME

Within 48 hours

All prices listed are subject to change without notice. A signed contract is required to confirm and lock in any quoted rate. Pricing outlined here is for reference only and does not constitute a binding agreement.
