

About Me



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I am an interdisciplinary artist and XR producer who integrates contemporary dance, choreography, voice, and immersive technology to create meaningful experiences.

My practice investigates embodiment, perception, and audience participation through performance works and multi-partner XR projects. I bridge creative practice with technical execution, leading initiatives that span arts, clinical, academic, and industry contexts.

As Principal Investigator and Project Lead, I bring a unique perspective to movement research using XR, combining artistic vision with stakeholder coordination and technical delivery.

Core Competencies



Artistic Direction

- Choreography & performance making
- Somatic & ensemble practices
- Movement direction



XR Project Leadership

- Agile delivery & roadmapping
- Budgeting & risk management
- Stakeholder coordination



XR Design & Development

- Interaction & movement design
- Rapid prototyping in Unity
- UX workshops & testing



Cross-Disciplinary Practice

- Facilitation & teaching
- Technical literacy & deployment
- Arts, clinical & academic contexts

Selected XR Projects



CRAEFT (EU Horizon)

Technical Project Manager

Developed XR learning aids and simulators for craftsmanship education. Led production team, scope definition, roadmapping, and partner workshops whilst driving strategic decision-making across the consortium.



TRANSMIXR (EU Horizon)

Technical Project Manager

Coordinated 9-partner workstreams across international teams. Designed and ran design sprints, oversaw technical integration, and ensured seamless delivery of multi-platform XR experiences.



Live Theatre in Virtual Reality

Design Lead & Performer

Led design workshops for theatre makers exploring VR performance. Co-developed concepts, built rapid prototypes in Unity for VRChat projects, and performed in immersive virtual environments.

Selected Artistic Works

A chronological journey through performance, choreography, and collaborative creation spanning theatre, film, and contemporary dance.



Research & Teaching Relevance



A Roadmap for Craft Understanding, Education, Training, and Preservation

Outlines strategies for enhancing craft education and preservation through collaboration among artisans, educators, and policymakers. Proposes a comprehensive framework to integrate craft understanding into educational curricula and ensure traditional craft skills are passed down through generations.



Modelling and Simulation of Traditional Craft Actions

Explores modeling and simulation approaches for traditional craft actions, bridging embodied craft knowledge with digital representation. Relevant to XR-based craft education and skill transfer.



Physics-Based Tool Usage Simulations in VR

Examines physics-based simulations of tool usage in VR environments to enhance training and learning outcomes. Demonstrates how realistic physical interactions improve user engagement in vocational and technical training contexts.



Embodied Interaction & Perception

Practices developed through ensemble training, voice-movement crossover, and participatory installations directly inform XR interaction paradigms. My somatic approach bridges physical performance with digital embodiment.



Clinical & Cultural Contexts

My experience spans supporting VR deployments in healthcare settings and producing work across theatre, film, and interactive art. I navigate complex stakeholder environments with cultural sensitivity and technical precision.

Skills

Artistic Practice

- Contemporary dance techniques
- Choreography & movement direction
- Vocal performance (classical, contemporary, Iranian traditional)
- Dramaturgy & rehearsal direction

Technical & Project Management

- Agile frameworks & sprint planning
- Backlog prioritisation & partner management
- Unity fundamentals & game development
- HMD setup, deployment & QA testing

Technical Development Skills

- C# Programming
- Python Scripting
- Unity Engine
- Unreal Engine

Through this unique combination of artistic excellence, technical proficiency, and leadership capability, I create transformative experiences that bridge the physical and digital realms.