

PRAVIN PILLAY

Artist-Researcher | Creative Systems Architect | Immersive Media & Planetary Health

Salt Spring Island, BC | pravinpillay.com | MOVE37XR.org

PROFILE

Interdisciplinary artist-researcher, creative director, and producer with more than two decades of practice across interactive systems, moving-image installation, Human-Computer Interaction, immersive media, ecological data, sound, and participatory experience design. Founder and Creative Director of MOVE37XR, a nonprofit immersive-media studio and research lab. Creates public works that connect technological experimentation with ecological relationship, collective imagination, and planetary-health learning.

CURRENT PROFESSIONAL ROLES

2021–present Founder & Creative Director, MOVE37XR — Immersive-media research, creation, production, residencies, and public programming.

2024–present Community Fellow, Dahdaleh Institute for Global Health Research, York University — Immersive storytelling, planetary health, embodied systems learning, and global foresighting.

2024–present Creative Systems Architect, Indigenomics Institute — Creative technology, relational systems, and Indigenous economic futures.

2023–present Senior Advisor, Technology, Innovation & Strategy, Global Centre of Indigenomics

2003–present Independent Artist, Educator & Researcher

EDUCATION & PROFESSIONAL TRAINING

2022 Certified XR Developer, UBC Extended Learning / Circuit Stream

2006 MFA, University of Saskatchewan — Interactive systems, contemporary community, and Human-Computer Interaction.

2003 BFA, Emily Carr University of Art + Design

1987 Bachelor of Arts & Science (Honours), McMaster University

2004–2006 Researcher, Human-Computer Interaction Lab, University of Saskatchewan

SELECTED IMMERSIVE & INTERACTIVE PROJECTS

2026–present Salish Sea Dreaming — Lead Artist & Creative Director — Generative immersive artwork integrating ecological data, underwater cinematography, large-scale projection, real-time imagery, spatial sound, audience co-dreaming, Indigenous artistic collaboration, and consent-governed AI.

2024–present The Dreaming: Hyperobject108 / Gossamer Thread — Lead Artist & Creative Director — Immersive sonic and visual research-creation exploring Indigenous economic futures, contemplative media, datapoetics, and relational systems.

2024–2025 Bardo / CTRL-ALT-DREAM — Collaborating Artist — Immersive-media presentations at Haus of Owl, Victoria, and Lumière Festival, Vancouver.

2023 The Rain Is the River Is the Ocean — Creative Director — Immersive performance and projection work presented at Tidemark Theatre, Campbell River.

2006 Différance Engine (Narcissus Pool) — Systems-based installation integrating robotic artificial intelligence and two-channel video.

2006–2025 afraid of what i could become — Collaborating Artist — Exhibited nationally and acquired for the permanent collection of Remai Modern.

SELECTED PRESENTATIONS, EXHIBITIONS & PUBLIC PROGRAMS

2026 Salish Sea Dreaming — Senákw, Indigenomics IMPACT, H.R. MacMillan Space Centre, Vancouver — Expanded participatory iteration with ecological sonification, real-time visuals, and audience co-dreaming.

2026 Salish Sea Dreaming — Digital Ecologies, Salt Spring Arts Council, Mahon Hall — Three-week public immersive installation and proof of experience.

2026 Rewilding the Algorithm — Digital Ecologies — Panelist.

2025 Embodied Systems Learning through Immersive Media — Dahdaleh Institute, York University — Performance lecture and experiential seminar.

SELECTED PRESENTATIONS & PUBLIC PROGRAMS — CONTINUED

2025 The Dreaming: Hyperobject108 — Indigenomics IMPACT, H.R. MacMillan Space Centre — Lead artist and creative director.
2024 The Dreaming — Winter Arts Festival, Victoria — Creative director, performing artist, and installation artist.
2024 Earth~Sky Dome Immersive Satsang — Salt Spring Centre of Yoga — Artist.
2024 Indigenous Tech Futures — SXSW, Austin — Panelist.
2023 XR Visions — City of Victoria — Producer and presenter.

PRODUCING, RESIDENCIES & CONVENING

2027 Salish Sea Dreaming — Life at the Centre / Indigenomics IMPACT — Planned interactive fulldome presentation at H.R. MacMillan Space Centre.
2026 Horizons 360: Fearless Future in Immersive Media — National development residencies and fulldome training; MOVE37XR.
2026 MOVE37XR Immersive Symposium, Vancouver — Founder, producer, and creative director.
2026 Wenanec Place Based Residency, Salt Spring Island — Founder and residency lead.
2025 Wenanec Immersive Arts Residency, Salt Spring Island — Founder and residency lead.
2024 MOVE37XR at Telefilm Canadian Innovation Lounge, SXSW, Austin — Producer and creative director.
2024 Catalysts of Change, Creative City Network Canada, Vancouver — Curatorial and convening role.

TECHNICAL & CREATIVE CAPABILITIES

Immersive production: VR/XR development; 360° and conventional video capture/editing; interactive and projection-based installation; fulldome/equirectangular workflows.

Creative systems: Human-Computer Interaction; generative media and consent-governed Creative AI; ecological data, sensors, web interaction, and audience-responsive systems.

Audio and experience: Sound/audio editing; spatial-sound integration; audience agency, participation, contemplative experience, and embodied systems learning.

Leadership: Directing, creative leadership, interdisciplinary producing, project coordination, artist-technologist collaboration, public presentation, and knowledge mobilization.

SELECTED GRANTS & FUNDED PRODUCTIONS

2026 Canadian Media Fund — Changing Narratives — Horizons 360: Fearless Future in Immersive Media; \$250,000 organizational production funding.
2026 Canada Council for the Arts — MOVE37XR Immersive Symposium; \$50,000 organizational production funding.
2026 BC Arts Council — MOVE37XR / Gossamer Thread; \$18,000 organizational project funding.
2024 Canada Council for the Arts — Arts Abroad — \$5,750.

TEACHING & RELATED RESEARCH

2016–2017 Non-Regular Faculty, Emily Carr University of Art + Design
2005–2006 Instructor, Department of Art, University of Saskatchewan
2008–present Lead Researcher, Complexity & Organizational Systems, Emergent Performance Consulting