Profile Dirk Balfanz

1. To Person

Name: Dr.-Ing. Dirk Balfanz
Location: Darmstadt
Studies: 1992 Graduation in Electrical Engineering
University of Dortmund
2002 Doctoral Degree in Computer Science
Technical University of Darmstadt
Vita: 1993 – 1996 Bosch Telecom, Salzgitter
Engineer
1996 – 2000 Fraunhofer Institute for Computer Grapics, Darmstadt
Researcher
2000 – 2006 ZGDV e.V. Computer Grapics Center, Darmstadt
Head of R&D Department
2006 – 2011 CAS Software AG, Karlsruhe
Head of Innovation & Research Management
2011 – 2016 CAS Software AG, Karlsruhe
Head of Business Unit Higher Education
Since 2016 Scientific Director Cognitive Science Centre, Technical University of Darmstadt

2. Experiences with motor learning/ Parkinson‘s

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3. Goals of the Movement Academy

- Stimulating interdisciplinary exchange
- Learning about Parkinson's
- Ideas for potential cognitive science interdisciplinary research
- Potential contacts

4. Ideas & Suggestions for the Movement Academy

- Possible future subjects:
  - Other diseases that have a strong influence on movement patterns
  - Interdisciplinary meeting focusing on neuroscience / cognitive science on the one hand and movement science on the other hand (+ possibly practical expertise in sports, dance, therapy)

5. Change of perspective from the point of view of Mareike Schwed

Dirk says of himself, he has a colorful curriculum vitae and one recognizes this at the various stations of electrical engineering diploma, doctorate in geo-informatics and various professional stations in industry and various research institutions. Today he is head of the "Center of Cognitive Science" at the TU Darmstadt.

What does he do with respect to movement or movement learning?
Dancing, running and unicycling: Those who ride unicycling have learned a lot about movement learning.

What could be useful for the academy?
Dirk combines different data formats into a readable logical whole. Without Parkinson's points of contact, he is capable of connections and connections
to look at "geo-informatic" art - solutions for a better interaction.