

Global Perspectives on Medicine, Rehabilitation and Robotics Webinar Series

September 17th, 2025, 5pm-6pm CAT, 11:00am-12:00pm EST

enAblegames: An Adaptive Platform for Clinical and Remote Physical Therapy for Individuals with Neuromotor Disorders.



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Paul Diefenbach, PhD, Associate Professor in Drexel University's Digital Media department, created its top-10-ranked game design curriculum. He is founder of Drexel's game research laboratory, the RePlay Lab, and leads projects in healthcare games and medical simulations. He is founder and CTO of two companies: enablegames.com which provides active video games for physical therapy for people with disabilities, and cere-sim.com which develops medical training simulations for 20,000 nurses. Prior to Drexel, he founded OpenWorlds Inc. and led grants for NASA and the Army and provided technology for Lockheed, Sony, and Microsoft. His pioneering 1996 Ph.D. on multi-pass rendering serves as the platform for today's real-time graphics and led to consulting for Nvidia. He has presented at conferences including SIGGRAPH and Eurographics, and was featured on the CBS Evening News. Dr. Diefenbach holds a Ph.D. in Computer Science from the University of Pennsylvania, and a B.S. in Computer Science from RPI.



Robin Shang is a third-year PhD student in Digital Media at Drexel University, where he works under Prof. Paul Diefenbach in the Replay Lab. He holds prior degrees in Applied Mathematics and Computer Science from the University of Connecticut. His research focuses on serious games, explainable AI, and rehabilitation technologies. Robin has collaborated with Recupero Robotics and the Rehabilitation Robotics Lab at the University of Pennsylvania on an NIH-funded project developing a robotic rehabilitation platform for upper-limb recovery after stroke.

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