

EDUCATION

Conversations with People and Ideas

Historical, philosophical, literary, scientific, and artistic figures students can talk to, built from selected sources and curated by Centro Studi Logos.

A character that knows the texts, and sends you back to them.

Conversational avatars for the classroom, built from selected texts. Centro Studi Logos curates and controls the secure knowledge base; teachers and institutions agree on objectives and activities. Students ask questions in natural language, compare answers, examine the reasoning behind a position, and return to the sources. The character does not quote the texts: it knows them, and plays its part, without ever being mistaken for a historical source.

100%

ANSWERS GROUNDED IN
SELECTED SOURCES

4

THINGS TO
OBSERVE IN
EVERY DIALOGUE

40+

LANGUAGES

THE PROBLEMS WE SOLVE FOR SCHOOLS, UNIVERSITIES, AND EDUCATIONAL INSTITUTIONS

01 — THE TEXT NOBODY OPENS

Primary sources stay closed; students read summaries about them

A dialogue with the character raises questions the summary does not answer. Teachers use it to send students back to the texts, to check, compare, and build hypotheses.

02 — THE CHATBOT THAT INVENTS

Generic AI tools answer confidently and make things up

Avatars built from a closed, curated corpus answer within what the sources support and say when they cannot. Knowledge-base boundaries are reviewed with the institution before use.

03 — THIRTY STUDENTS, ONE VOICE

Only a few students speak in class; the others listen

Everyone can ask the character a question, on their own device or in front of the class, in their language. The teacher sees which questions were asked and brings the best ones to the discussion.

FOR WHOM

Secondary schools and licei; universities and teacher-training programs; museums, libraries, foundations, and festivals with educational programs; history, philosophy, literature, art, science, and language departments.

FORMAT

Online, in the classroom, or in immersive rooms; smartphones, desktops, totems, projected walls. Figure, source corpus, language, learners' age, objectives, and educator mediation set with you; answers and knowledge-base boundaries reviewed before use. Integrated with your learning platform.





INSIDE THE SOLUTION

Ask. Compare. Go back to the sources.

- 01 Choose the sources**
Figure, period, texts, and questions within the scope of the encounter. The knowledge base is built from those sources and reviewed before use.
- 02 Enter the dialogue**
Students ask questions in natural language, compare responses, and examine the reasoning behind a position, in their language.
- 03 Return to the texts**
Teachers guide source checking, separate reconstruction from documentation, and invite new hypotheses. Four things to observe: quality of questions, link between answer and source, comparison of perspectives, awareness of the limits of reconstruction.
- 04 Socrates at the Festival del Classico**
The Socrates avatar developed at e-REAL Labs was presented at Politecnico di Torino: the audience spoke with the philosopher, whose questions led them to clarify ideas, state assumptions, and consider alternatives.

WHAT YOU GET

Curated characters

Built from selected sources, controlled by Centro Studi Logos.

Any language

Students ask in their own language.

Teacher tools

Questions asked, answers given, points to bring to class.

Reviewed boundaries

What the character can and cannot say, agreed before use.

Start with one figure

Choose one class, one subject, and one figure: a philosopher, a scientist, a writer, a historical character. Share the texts the class is studying. We build the character and review its boundaries with you, the class dialogues for a few weeks, and we look together at the questions asked and what changed in how students read the sources.

WORKS WITH CONVERSATIONAL MENTORS

A mentor can accompany the dialogue: it asks the student why, points to the passage to check, and helps revise the hypothesis before the class discussion.

PART OF THE EDUCATION OFFER

One of the five e-REAL Education solutions, with Conversational Mentors, Learning Journeys and Classroom Feedback, Immersive and Interactive Labs, and Socrates.

LET'S TALK

Book a demo on www.e-real.net or propose a class for a pilot.

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