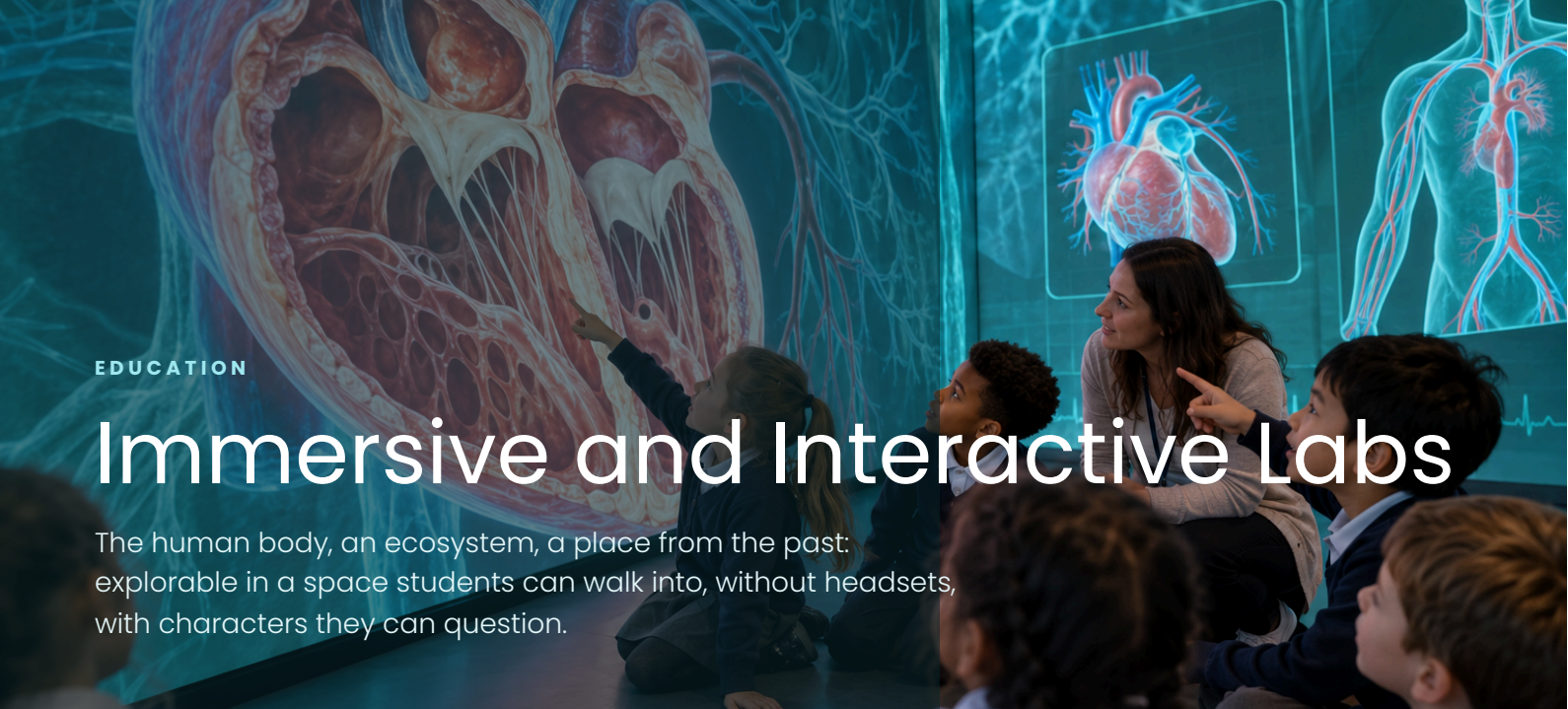




EDUCATION

Immersive and Interactive Labs

The human body, an ecosystem, a place from the past: explorable in a space students can walk into, without headsets, with characters they can question.

What is hard to see on a page becomes a place you can walk into.

Immersive and interactive labs bring hard-to-observe phenomena, places, and relationships into a space students can enter: projected walls, immersive rooms, totems, and interactive tables, with conversational characters that can be questioned. Interaction matters when it helps learners observe, ask questions, and discuss. Spatial arrangement, content pace, and activities are designed with teachers and subject experts; analysis and discussion continue after the experience.

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HEADSETS: GLASSES-FREE
IMMERSION

3

THINGS
OBSERVED IN
EVERY LAB

40+

LANGUAGES

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

01 — SCALE AND SPACE ON A SLIDE

Cells, ecosystems, and buildings flattened to a diagram

Projected at room scale, a structure can be walked around, compared, and discussed. Students see relationships a diagram hides, and ask questions a slide does not prompt.

02 — HEADSETS AND ISOLATION

VR separates students from each other and from the teacher

Glasses-free immersion keeps the group in the same space: everyone sees the same thing, talks, points, and the teacher leads. No devices to manage, no motion sickness, no one left out.

03 — A VISIT WITHOUT FOLLOW-UP

The museum trip ends at the exit

Activities before and after the lab are designed with the teacher. Observation continues in class: comparing explanations, returning to the sources, explaining what was seen.

FOR WHOM

Primary and secondary schools; universities and science faculties; museums, science centers, and parks with educational programs; libraries and cultural institutions; school networks sharing an immersive space.

FORMAT

In the school's own spaces, in partner museums and science centers, or in e-REAL immersive rooms; projected walls, immersive rooms, totems, interactive tables, no headsets. Subject, space, devices, group size, duration, accessibility, and the activities before and after the lab set with the school and its scientific partners.





INSIDE THE SOLUTION

Walk in. Observe. Ask. Explain.

- 01 Choose what matters**
A concept, a process, or a place where scale, space, or movement aids understanding: the human body, an ecosystem, a historic site, a scientific setting.
- 02 Explore together**
Students and teachers observe, interact, question characters and objects, discuss hypotheses, and connect the experience with the sources.
- 03 Work through it**
Compare observations and explanations; return to the steps that need more evidence. Orientation in the space, collaboration and discussion, ability to explain after the experience.
- 04 Natural sciences in an interactive space**
At the Regional Museum of Natural Sciences in Turin, projections, reconstructions, and interactions let visitors explore ecosystems and question historical figures.

WHAT YOU GET

A designed space

Arrangement, pace, and content built with teachers and experts.

Characters to question

Scientists, explorers, figures from the past.

Before and after

Activities that connect the lab to the lessons.

Glasses-free

Everyone in the same space, together.

Start with one lab

Choose one subject and one topic where space makes the difference: the human body, an ecosystem, a historic site. We design the lab with your teachers and, if you wish, a museum partner; two classes run it; we look together at what students could explain afterwards.

WORKS WITH CONVERSATIONS WITH PEOPLE AND IDEAS

The characters students question in the lab are the same conversational avatars they can meet in class before and after, on a curated knowledge base.

PART OF THE EDUCATION OFFER

One of the five e-REAL Education solutions. e-REAL immersive rooms and projected environments are designed and built by e-REAL Labs, with glasses-free immersion as a principle.

LET'S TALK

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

CONTACT

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