

EDUCATION · SCIENCE

MirrorMe Anatomy & Science

The augmented-reality mirror where students see their skeleton, muscles, nerves, and circulation move with them, and meet the anatomists who first drew them.

The atlas is flat. Your body is not.

MirrorMe is a smart mirror developed at e-REAL Labs. Stand in front of it and you see an anatomical system drawn over your own reflection, moving with you. Raise an arm and the bone rises. A gesture switches the system; another dresses you as a 16th-century anatomist. No headset, no app. Plates come from medical sources.

5
SYSTEMS: BONES, MUSCLES, NERVES, BLOOD, ORGANS

0
HEADSETS, APPS OR DOWNLOADS

5+
LANGUAGES

FOR WHOM
Middle and high schools; biology, medicine, nursing, and sports-science departments; science centers and museums of natural history and of the history of medicine.

FORMAT
A full-height mirror on a totem, on the wall, or as an immersive wall. Gesture and touch; English, Italian, and other languages. From one system to a program designed with teachers.

THE PROBLEMS WE SOLVE FOR SCHOOLS, UNIVERSITIES, AND SCIENCE MUSEUMS

01 — ANATOMY AS A DIAGRAM

Students memorize names on a plate and lose them by the exam

On MirrorMe the plate is their own body. The biceps is the one that bends their arm; the femur is the bone they stand on. Names attached to movement stay.

02 — ONE MODEL, THIRTY STUDENTS

A plastic skeleton in a locked cabinet

Every student takes a turn in front of the mirror; every classmate sees a different body with the same system. Comparing heights, builds, and movements becomes part of the lesson.

03 — SCIENCE WITHOUT ITS HISTORY

Biology, history of medicine, and art taught apart

Dressed as a Renaissance anatomist, with the nervous system drawn over the doublet, the student stands where Vesalius stood. One lesson, three subjects.



In the lecture hall: a student as a 16th-century anatomist, the nervous system over his body, the theatre of Padua behind him.

HOW IT WORKS, IN FOUR MOVES

01 **Prepare the lesson**
The teacher chooses the system and the level. The atlas pages behind the plates are shared with the class.

02 **Stand in front of the mirror**
The student sees the system over her own body, moving with her. A gesture switches bones, muscles, nerves.

03 **Name, move, compare**
Find the structure, make it work, say what it does. Two students compare the same joint on different bodies.

04 **Meet the anatomists**
As an anatomist of 1540 or a surgeon of 1890, the student stands where the knowledge was made. A picture to take home.



WHAT YOU GET

Five systems, live

Skeleton, muscles, nerves, circulation, organs, aligned to the body in real time.

The mirror

Totem, wall mirror, or immersive wall. Gesture and touch. No headsets.

A teaching path

Tasks and worksheets per system and level, from the mirror to the atlas.

The historical figures

Anatomists, surgeons, illustrators: period costumes and settings built from the sources.

How it works. A full-height display with built-in body tracking fits the plates and the costumes to the person's posture in real time. Plates can come from your own atlas.

THREE FORMATS



Totem. Free-standing, for labs and classrooms.



Wall mirror. Flush or in a period frame, in the museum room.



Immersive wall. A whole class, together, in one scene.

Start with one class, or one gallery

Choose one system your syllabus or your exhibition already covers. We set up the mirror with the teacher, the class works with it for a few weeks, and the test on that system follows. Then we look together at what the students named, moved, and remembered.

Part of the e-REAL offer. One of the e-REAL solutions for Education and for Healthcare, alongside Conversations with People and Ideas, AI-Enhanced Debriefing, and Immersive and Interactive Labs. Other systems, figures, and atlases can be built the same way.

LET'S TALK

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

CONTACT

Danils Vanags
danils@logosnet.org

e-REAL® by LOGOSNET