

EDUCATION · CULTURE

MirrorMe History

The augmented-reality mirror where students see themselves dressed as a Roman senator, a Renaissance noblewoman, or an officer of 1805, and step into their time.

You don't look at history. You put it on.

MirrorMe is a smart mirror developed at e-REAL Labs. Stand in front of it and you see yourself, same body, same posture, in a period costume, in the setting of its time. A gesture changes the garment, the rank, the century. No headset, no app. Costumes and settings are built from the sources and reviewed with the institution before use.

1
GESTURE TO CHANGE CENTURY

0
HEADSETS, APPS OR DOWNLOADS

5+
LANGUAGES

FOR WHOM

Museums of history, archaeology, and decorative arts; middle and high schools; libraries, festivals, and cultural institutions with education programs; teacher training.

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 period to a program of eras designed with educators and curators.

THE PROBLEMS WE SOLVE FOR MUSEUMS AND SCHOOLS

01 — HISTORY BEHIND GLASS

Students see a costume in a case and a date in a book

MirrorMe puts the costume on the student. The weight of a toga or the cut of a uniform becomes a question: who could wear this, why this color, what did it cost. The questions lead back to the sources.

02 — THE VISIT ENDS AT THE EXIT

Visitors walk past the collection and take nothing home

A picture of yourself as an Egyptian queen, taken beside the object that inspired the costume, travels: to the family, to the class, to the next visit.

03 — SUBJECTS IN SEPARATE ROOMS

History, art, and economics rarely meet in one lesson

One reflection links them: who wore the garment, who made it, where the dye came from, what the law allowed. Teachers of history, art, and classics work on the same image.



In the classroom: a student meets her reflection as a Florentine noblewoman of the 1480s.

HOW IT WORKS, IN FOUR MOVES

01 **Prepare the encounter**
Teachers or curators choose the period and the figures. The sources are shared with the class.

02 **Stand in front of the mirror**
The student sees herself dressed. A gesture changes the garment or the century.

03 **Read the costume**
Guided questions: who could wear it, what it says about rank, trade, and wealth. Back to the objects and texts.

04 **Keep the picture**
A photo or short clip goes home and into the lesson: the same student in two centuries.



WHAT YOU GET

Reconstructed costumes

Built from the sources, reviewed with curators and teachers.

The mirror

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

A teaching path

Questions and worksheets for each era, from the reflection to the sources.

Your collection, worn

Objects and rooms of your own museum become the wardrobe and the backdrop.

How it works. A full-height display with built-in body tracking fits the costume to the person's posture in real time. Frame, size, and finish are chosen with the institution.

THREE FORMATS



Totem. Free-standing, for galleries and classrooms.



Wall mirror. In a period frame, beside the collection.



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

Start with one gallery, or one class

Choose one period your collection or your syllabus already covers. We prepare the costumes and the setting with your team, install the mirror, and the class or the public meets it for a few weeks. Then we look together at the questions asked and at what the pictures set in motion.

Part of the e-REAL offer. One of the e-REAL solutions for Education and for Culture & Tourism, alongside Conversations with People and Ideas, Socrates, and Immersive and Interactive Labs. Other periods, figures, and collections can be built the same way.

LET'S TALK

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

CONTACT

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