



CULTURE, TOURISM & EXPERIENCES

Smart Exhibits

Interactive projections, 3D reconstructions, sound, and conversational avatars that bring your collection to life. Designed with your curators, no headsets.

The label says what it is.
The exhibit lets visitors ask why.

A Smart Exhibit adds a digital layer to a real object: a projection that answers a gesture, a reconstruction visitors can walk around, a figure from the past who answers their questions. Your curators decide the sources, the stories, and the limits. We design the encounter, test it in the gallery with real visitors, and leave you content your staff can update.

0

HEADSETS: GLASSES-FREE
IMMERSION

1

STRONG STORY
PER STATION

40+

LANGUAGES FOR
THE AVATARS

THE PROBLEMS WE SOLVE FOR MUSEUMS, CULTURAL INSTITUTIONS, AND DESTINATIONS

01 — THE STORY STAYS IN THE STOREROOM

Collections hold far more than the showcases can show

Projections, reconstructions, and avatars bring the hidden, the fragile, and the invisible into the gallery: a process, a habitat, a voice.

FOR WHOM

FORMAT

02 — SCREENS THAT STEAL THE SHOW

Technology pulls attention away from the object

One focus of attention at a time. The object stays the star; the digital layer sends visitors back to it, never replaces it.

03 — INSTALLATIONS NOBODY CAN KEEP ALIVE

Content ages, hardware fails, staff cannot update

Maintenance and updates are part of the design: workflows your team can run, durable hardware, content that stays current.

Natural history, science, archaeology, art, and civic museums; university collections; foundations and exhibition producers; curators, exhibition designers, and education departments.

Single walls, whole rooms, totems, and interactive tables; projections, 3D reconstructions, gesture interfaces, sound, avatars; no headsets. Narrative, duration, interfaces, languages, conservation constraints, and content maintenance agreed with you.





INSIDE THE SOLUTION

Choose the focus. Design. Test in place.

- 01 Choose the focus**
With your curators: the objects, the stories, the questions visitors actually ask. One strong story per station.
- 02 Design the encounter**
A clear sequence, a considered pace, interactions that invite exploration. Technology chosen to fit the content, never the other way round.
- 03 Test in place**
Legibility, accessibility, visitor flow, and quality of responses checked with real visitors before opening.
- 04 What changes for visitors**
They stop, ask, and talk to each other. They see the link between object and context. They leave with a story, not a label.

WHAT YOU GET

A co-designed exhibit

Content, space, and interaction built with your curators.

Figures to question

Scholars and historical characters on a curated knowledge base.

Tested with visitors

Before opening, in your gallery.

Content you can update

Workflows your staff can run.

Start with one object

Choose one object, one story, and one room. We design the encounter with your curators, test it with visitors for a few weeks, and look together at the questions it raised. Then decide how far to go.

WORKS WITH VISITOR EXPLORATIONS

The figure that speaks from the gallery wall can also guide the whole visit on the visitor's phone: one knowledge base, several places to meet it.

PART OF THE CULTURE, TOURISM & EXPERIENCES OFFER

One of the five e-REAL solutions for culture and tourism, with Historic Places as Cognitive Environments, Visitor Explorations, Sport and Leisure Experiences, and Interactive Space Design.

LET'S TALK

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

CONTACT

Danils Vanags
danils@logosnet.org

e-REAL[®]
by LOGOSNET

