



EDUCATION

Socrates

Dialogue with a philosopher. The conversational avatar presented at the Festival del Classico, on a knowledge base built from the sources, now available for classrooms and universities.

He will not give you the answer. He will ask you why.

Socrates is a conversational avatar developed at e-REAL Labs and presented at Politecnico di Torino during the Festival del Classico. Students talk directly with the philosopher: his questions bring out assumptions, alternatives, and the reasons behind one's ideas. His content rests on a secure knowledge base curated and controlled by Centro Studi Logos with the Festival's Scientific Committee, built from source texts on Socrates, his trial, and ancient Greek law. The avatar does not quote the texts: it knows them, and plays its part.

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SOURCE TEXTS BEHIND THE CHARACTER

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ANSWERS GIVEN: ONLY QUESTIONS

40+

LANGUAGES

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

01 — PHILOSOPHY AS A LIST OF DOCTRINES

Students memorize what Socrates said instead of doing what he did

Dialogue is the method. Meeting the character, students experience questioning first hand: defining a term, finding a counterexample, following a consequence, changing their mind.

02 — THE SOURCE NOBODY READS

The Apology and the dialogues stay on the shelf

Socrates sends students back to the texts. Teachers use the dialogue to check what he said against what the sources say, and to separate reconstruction from documentation.

03 — A LESSON THAT DOES NOT TRAVEL

Philosophy, law, history, and rhetoric taught in separate rooms

The trial of Socrates brings them together: the accusation, the defense, the laws of Athens, the vote. Students of philosophy and of law prepare and stage it with the avatar's help, as at the Festival del Classico.

FOR WHOM

Licei and secondary schools; philosophy, classics, law, and humanities departments at universities; festivals, libraries, museums, and cultural institutions with educational programs; teacher-training programs.

FORMAT

Online, in the classroom, on totems and projected walls, or in immersive rooms; no headsets. Italian and other languages. From a single dialogue to a full activity with the staged trial; objectives, texts, and mediation designed with the teachers. Knowledge base and boundaries reviewed with the institution before use.





INSIDE THE SOLUTION

What do you mean? On what basis? What follows?

01 Prepare the encounter

Theme and texts the class is studying: the Apology, the dialogues, the trial, justice and the laws. Teachers set objectives and the place of the dialogue in the lesson.

02 Talk with Socrates

Students ask in natural language, on their own device or in front of the class. Socrates answers with questions; assumptions and alternatives come out.

03 Return to the texts

Teachers guide source checking and separate reconstruction from documentation. Quality of questions, link between answer and source, comparison of perspectives, awareness of limits.

04 Stage the trial

Students prepare accusation and defense with the avatar's help, then stage the trial of Socrates in class or on stage, as at the Festival del Classico.

WHAT YOU GET

A curated Socrates

A knowledge base from the sources, reviewed by scholars.

The Socratic method, live

Questions, not answers, in the student's language.

A path to the trial

From dialogue to staging, with teaching materials.

Teacher tools

Questions asked and points to bring to class.

Start with one class

Choose one class studying Socrates, Plato, or the trial. Share the texts on the syllabus. We set up the encounter with the teacher, the class dialogues with Socrates for a few weeks, and, if you wish, prepares and stages the trial. Then we look together at the questions asked and at how students read the sources.

BORN AT THE FESTIVAL DEL CLASSICO

Socrates was designed and curated by e-REAL Labs and Centro Studi Logos for the Festival del Classico in Turin, where the audience met him on stage and students prepared the trial of Socrates with his help.

PART OF THE EDUCATION OFFER

One of the five e-REAL Education solutions, with Conversations with People and Ideas, Conversational Mentors, Learning Journeys and Classroom Feedback, and Immersive and Interactive Labs. Other figures can be built the same way.

LET'S TALK

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

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