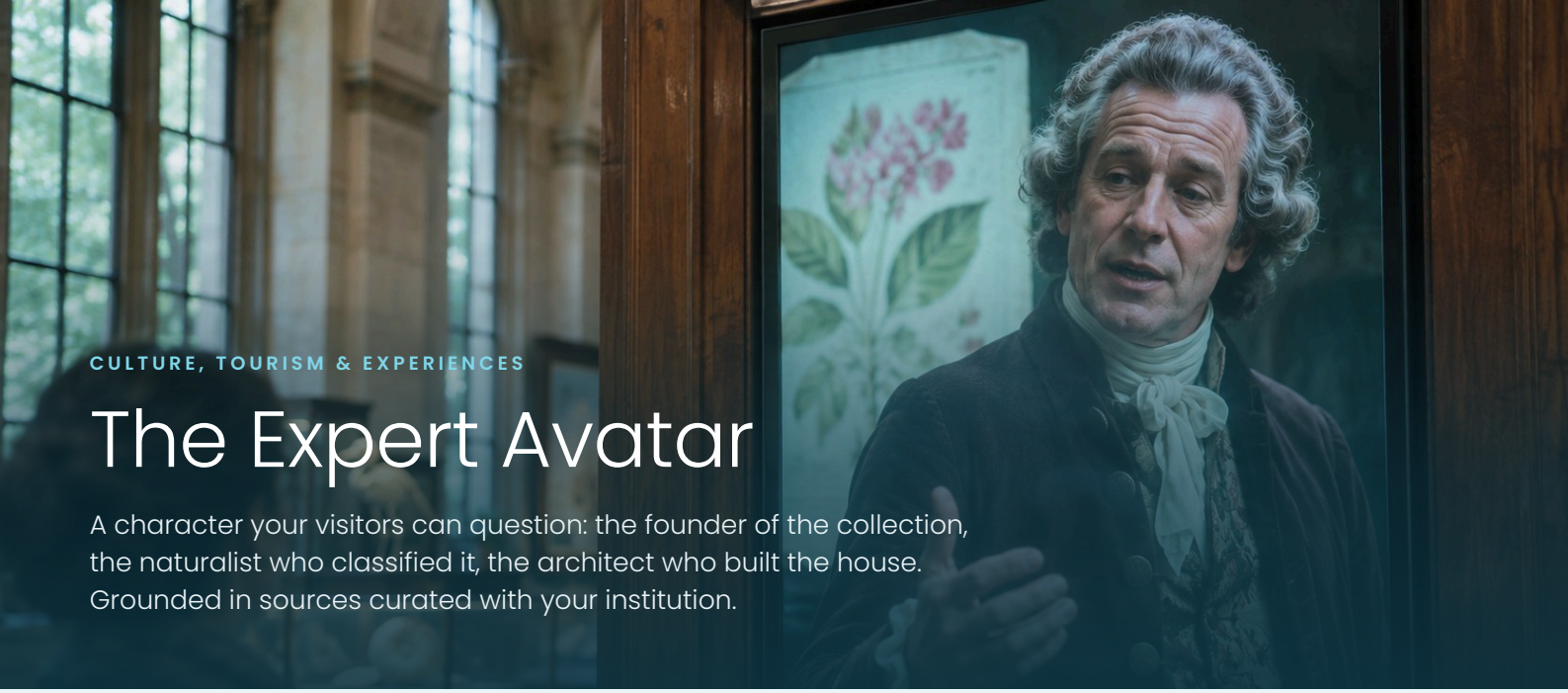


CULTURE, TOURISM & EXPERIENCES

The Expert Avatar

A character your visitors can question: the founder of the collection, the naturalist who classified it, the architect who built the house. Grounded in sources curated with your institution.

Every place has someone who could tell its story better than a label.

The Expert Avatar is a conversational AI character built around a historical personality, a scientist, an explorer, or a thematic expert. Its knowledge base is built from documents, catalogues, research, and oral histories selected and validated with your curators. It answers in the visitor's language, adapts to who is asking, shows an image, a map, or a document when useful, and says when a question goes beyond the sources.

1
CHARACTER, BUILT FROM YOUR SOURCES

0
HEADSETS: TOTEMS, DISPLAYS, WALLS, WEB

24/7
VISITOR ACCESS, ON SITE AND ONLINE

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

01 — STORIES THAT STAY IN THE ARCHIVE

The collection knows more than the visit shows

The avatar brings the scholar, the resident, or the maker into the gallery as a voice that answers, with the documents behind every answer. Curators keep authority over interpretations and limits.

02 — ONE VOICE FOR EVERY VISITOR

A child, a specialist, and a family ask different questions

The avatar adapts the level of detail and the language to who is asking, in the visitor's own language, on a totem in the entrance hall or on a phone in each room.

03 — CONTENT FROZEN AT OPENING

Updating an installation means calling someone

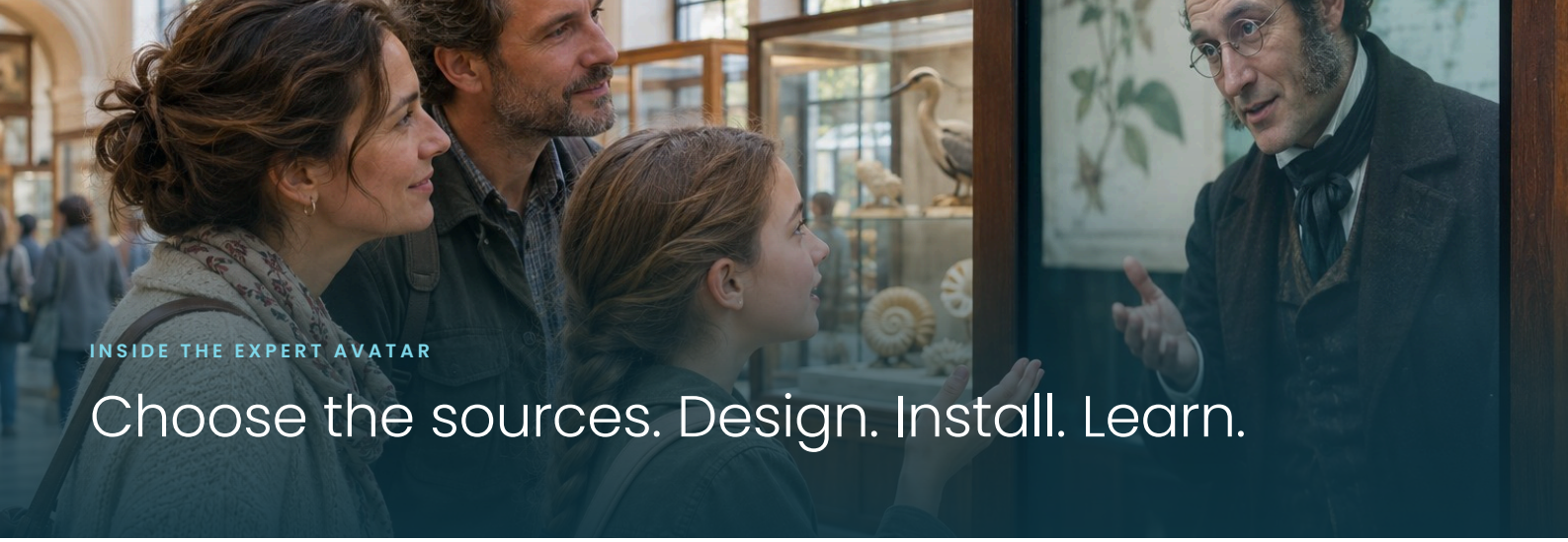
Aggregate, anonymized questions show curators what visitors want to know; your own staff update sources and content, and the avatar's boundaries are reviewed at each update.

TARGET AUDIENCE

Museums and science centers, historic houses and archaeological sites, archives and libraries, destinations and visitor centers, festivals and cultural events. For permanent galleries, temporary exhibitions, and the visit before and after the visit itself.

FORMAT

Interactive totems, large displays, immersive walls and rooms, web, and mobile devices, according to the configuration; no headsets. Character, source corpus, languages, audiences, multimedia material, and boundaries set with your curators; tested with real visitors before opening.



INSIDE THE EXPERT AVATAR

Choose the sources. Design. Install. Learn.

01 Choose the character and the sources

With your curators we select the character or the expertise and the sources behind it, and agree on the limits: what the avatar can say, what it leaves to the guide, what it declines.

02 Design the character

Voice, manner, languages, level of detail by audience, and the multimedia the avatar can show. The visual rendering follows the place and the sources: a portrait-based reconstruction, a stylized character, or a voice with images.

03 Install and test on site

Totem, display, immersive wall, web, or mobile. Before opening, the avatar is tested with real visitors for flow, quality of answers, and accessibility.

04 Learn from the visit

Aggregate questions show what visitors ask and where answers fall short. Your staff update content and sources over time.

WHAT YOU GET

A curated character
Built from your sources, reviewed with your curators.

Every language
Visitors ask in their own language.

Multimedia answers
Images, maps, documents, short videos, where the sources allow.

Curator tools
Questions asked, gaps found, content you update yourself.

Start with one character

Name a character and share the sources you have: a collection, an archive, a set of letters. We build the avatar, review its boundaries with your curators, install it on one totem or display, and test it with your visitors for a season.

WORKS WITH SMART EXHIBITS AND VISITOR EXPLORATIONS

Inside a Smart Exhibit the avatar is the voice of an object; along a Visitor Exploration it is the guide that answers; in a Historic Place it is the resident who remembers.

PART OF THE CULTURE OFFER

One of the e-REAL solutions for Culture, Tourism & Experiences, with Smart Exhibits, Historic Places as Cognitive Environments, Visitor Explorations, Sport and Leisure Experiences, Interactive Space Design, and MirrorMe.

LET'S TALK

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

CONTACT

Danils Vanags
danils@logosnet.org

e-REAL® by LOGOSNET