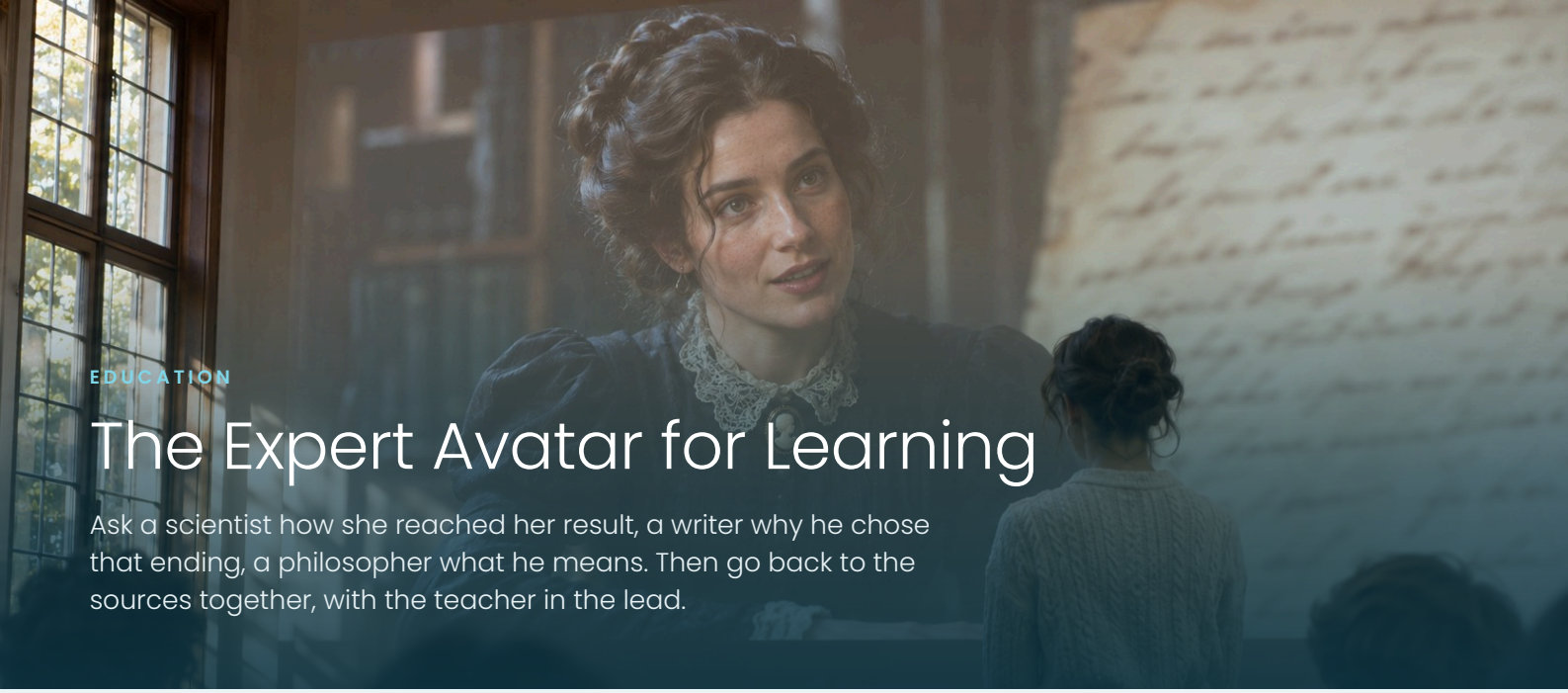


EDUCATION

The Expert Avatar for Learning

Ask a scientist how she reached her result, a writer why he chose that ending, a philosopher what he means. Then go back to the sources together, with the teacher in the lead.

A character that knows the texts, and sends students back to them.

The Expert Avatar for Learning brings into the classroom conversational characters from history, philosophy, literature, science, and art, built from selected sources with a knowledge base curated and controlled by Centro Studi Logos. The character plays its part and says when a question goes beyond what the sources support. Students ask in natural language; the teacher decides the texts, the activities, and when the dialogue stops and the reading starts.

100%
ANSWERS GROUNDED IN SELECTED SOURCES

4
THINGS TO OBSERVE IN EVERY DIALOGUE

1
FIRST CHARACTER: SOCRATES

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

01 — THE TEXT NOBODY OPENS

Primary sources stay closed; students read summaries about them

A dialogue with the character raises questions the summary does not answer. Teachers use it to send students back to the texts, to check, compare, and build hypotheses.

02 — THE CHATBOT THAT INVENTS

Generic AI tools answer confidently and make things up

Characters built from a closed, curated corpus answer within what the sources support and say when they cannot. Boundaries are reviewed with the institution before use.

03 — THIRTY STUDENTS, ONE VOICE

Only a few students speak in class; the others listen

Everyone can ask the character a question, on their own device or in front of the class, in their language. The teacher sees which questions were asked and brings the best ones to the discussion.

TARGET AUDIENCE

Secondary schools and licei; universities and teacher-training programs; museums, libraries, foundations, and festivals with educational programs; history, philosophy, literature, art, science, and language departments.

FORMAT

Online, in the classroom, on totems and projected walls, or in immersive rooms; no headsets. Character, source corpus, language, learners' age, objectives, and educator mediation set with you; answers and knowledge-base boundaries reviewed before use. Integrated with your learning platform.



INSIDE THE EXPERT AVATAR FOR LEARNING

Ask. Compare. Go back to the sources.

01 Choose the character and the sources

Teacher and institution define the character, the period, the texts, and the questions within the scope of the encounter. The knowledge base is built from those sources and reviewed before use.

02 Enter the dialogue

Students ask in natural language and compare the answers. The character reasons as the figure would, brings in an image or a document when useful, and says when something is not in the sources.

03 Return to the texts

Teachers guide source checking: what did the character say, what do the texts say, where do they differ and why. Reconstruction is kept apart from documentation.

04 Build on it

The dialogue feeds the next activity: an essay, a debate, a staged trial, a comparison between two characters.

WHAT YOU GET

Curated characters
Built from selected sources, controlled by Centro Studi Logos.

Any language
Students ask in their own language.

Teacher tools
Questions asked, answers given, points to bring to class.

Reviewed boundaries
What the character can and cannot say, agreed before use.

Start with one character

Choose one class, one subject, and one character: a philosopher, a scientist, a writer, a historical personality. Share the texts the class is studying. We build the character and review its boundaries with you, the class dialogues for a few weeks, and we look together at the questions asked and at how students read the sources.

WORKS WITH AI-DRIVEN COACHING FOR LEARNING

After the dialogue, the coach asks each student what they learned, which claim they would verify first, and where in the sources they would look.

PART OF THE EDUCATION OFFER

One of the e-REAL Education solutions, with AI-Driven Coaching for Learning, Learning Journeys and Classroom Feedback, Immersive and Interactive Labs, Socrates, and MirrorMe. Socrates has its own page and brochure.

LET'S TALK

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

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