



**DIGITAL EDUCATION
IN MUSEUMS AND
SCIENCE CENTERS**

e-REAL[®]

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6 EDUCATIONAL SOLUTIONS UNDER THE e-REAL UMBRELLA



INTERACTIVE WALLS

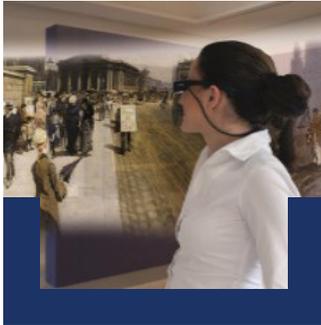


IMMERSIVE EXPERIENCES



HOLOGRAMS

DIGITAL EDUCATION IN MUSEUMS AND SCIENCE CENTERS



AR GLASSES



AR DISPLAYS



MIRRORME

2 KEY-WORDS

1. DIGITAL

How do digital technologies transform museum learning? Which implications do they have on the role of museums and science centers in the 21st Century, within a lifelong learning and knowledge society?

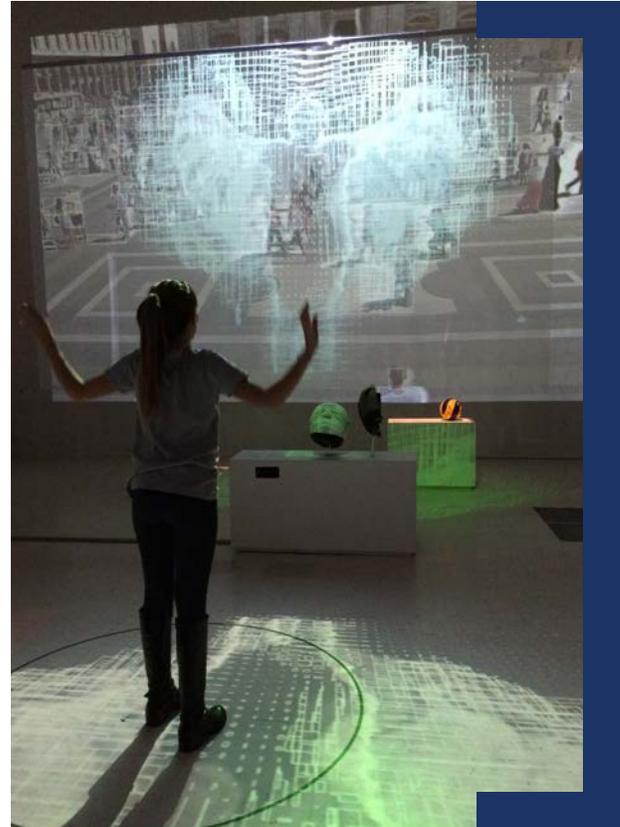
Natural user interfaces - touch, eye-tracking, gesture - stimulate multi-sensory perceptions through lively, participatory scenarios inspired from the museums' themes and collections.

Today digital strategies to enrich education and interpretation should be a part of the museums' mission, adapted to their goals and financial means, in order to set new ways of engaging with cultural heritage in a digital world.

2. INTERACTION

Education and learning have been a high priority task for museums and science centers. Whether informal and unintentional or structured in educational programs for different kinds of audiences, museum learning focuses on the learner.

Rather than knowledge transmission, it builds upon knowledge construction and an active engagement in personal, social and physical contexts. More than knowledge acquisition, learning in museums is interactive, engaging and gives a sense of wellbeing.

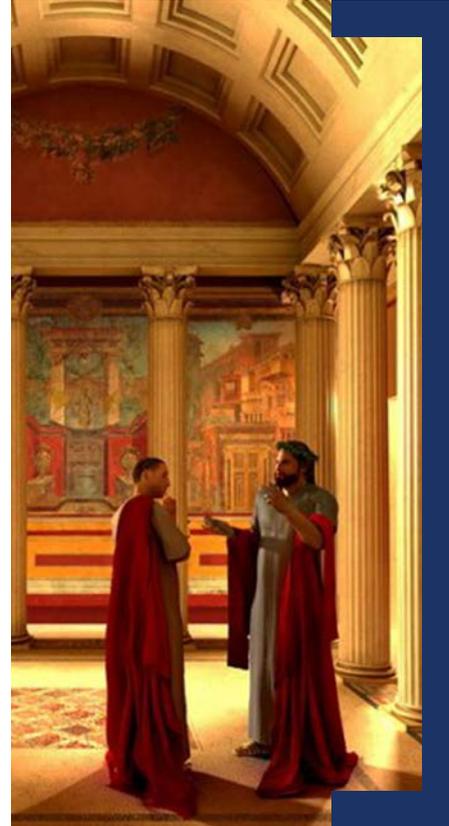


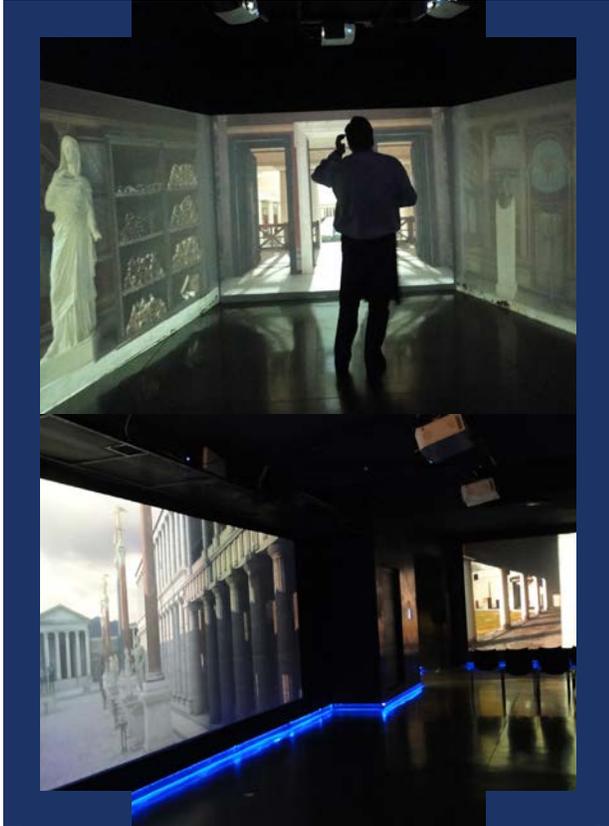
INTERACTIVE WALLS

Enhance the museum experience like never before! Eye-catching and interactive masterpieces of arts, ancient books and infographics allow people to explore a microcosm with the flick of the hands.

Digital objects can not replace the real masterpieces of art, but add value by allowing people to virtually explore the treasures preserved in the museum.

VISUAL STORYTELLING AT ITS BEST!





IMMERSIVE EXPERIENCES

The merging of real and virtual worlds. An environment where physical and digital objects co-exist and interact in real time.

People are completely immersed in a 3D scenario where they can interact by natural gestures and experience the world from different points of view at the same time.

NEVER SEEN BEFORE!

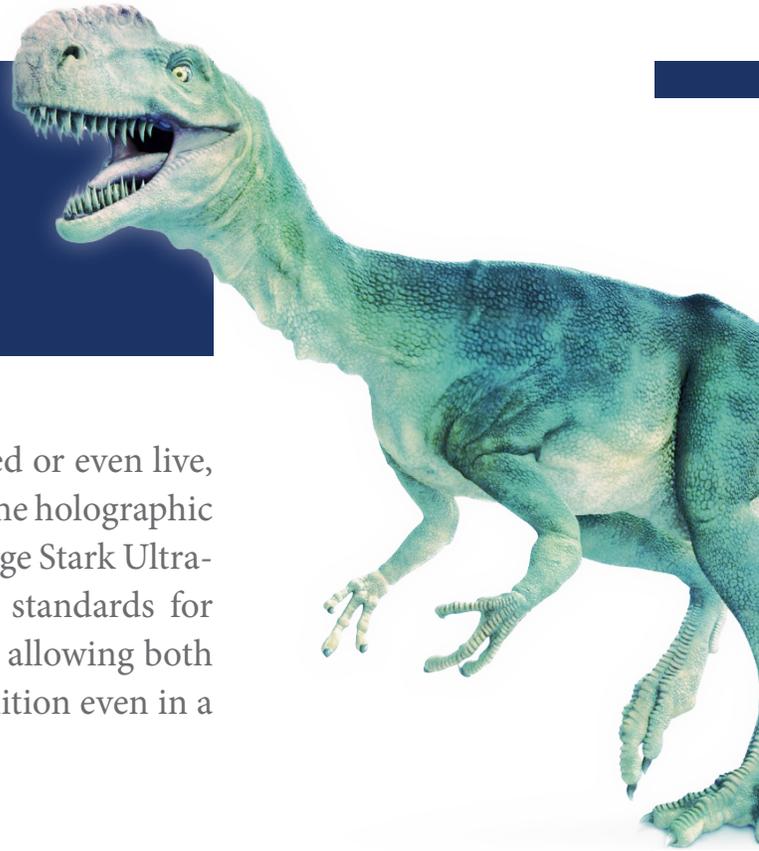




HOLOGRAMS

3D digital holograms, pre-recorded or even live, to bring museum exhibits to life. The holographic effect is achieved by the cutting-edge Stark Ultra-Bright technology, that sets new standards for image definition and luminosity - allowing both images' brightness and high definition even in a full of light environment.

THE FUTURE IS NOW!





by Paolo Buroni

AUGMENTED REALITY FOR CULTURAL HERITAGE

In partnership with ARt-Glass



ART+GLASS™

By wearing smart glasses personalized with the ARTGlass spectacular contents, users are engaged through a fascinating live storytelling based on audio and video contents. A “promenade” through an immersive dimension, with stunning contents, reconstructions and video animations, music and special effects.

Culture, imagination, memory and cultural heritage preservation in both the real and the virtual world.

A UNIQUE EXPERIENCE!

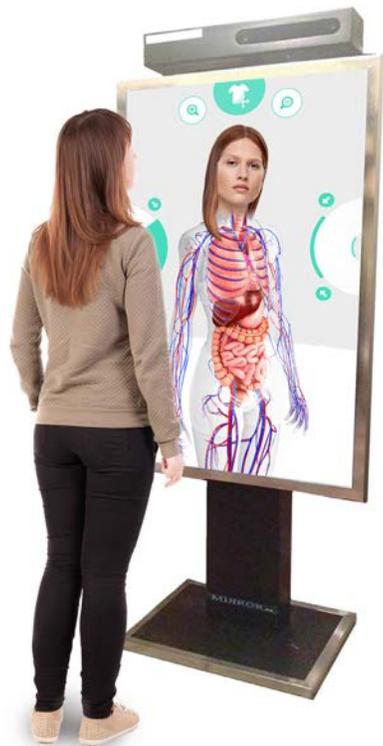


AUGMENTED REALITY DISPLAYS

Eye-catching and interactive infographics allow people to explore and figure out anatomy, physiology, biology, and a number of other relevant topics just standing in front of the display. And the body becomes transparent, disclosing the “mysterious world” living under the skin.

The display speaks a number of languages: American English, Spanish, French, Italian, German and much more!





MIRRORME

A smart mirror based on augmented reality that works as a virtual fitting room. People can explore and try costumes and accessories from different times and cultures. By scanning the bar code, people can shop online. The mirror speaks a number of languages: American English, Spanish, French, Italian, German and much more!



The image displays four vertical panels, each representing an AR application for clothing. Each panel features a background image with a semi-transparent circular menu overlaid on the left side. The menu contains icons for different clothing items and a magnifying glass icon. Below the menu, the product name, price, and a QR code are displayed. The fourth panel also includes a 'CLOTHING SIZE Available' tag.

- Panel 1:** Background shows a man in a grey coat. The menu is labeled 'Jackets'. The product information below is 'Cloaks', 'Price', and 'Order Now' with a QR code.
- Panel 2:** Background shows a woman in armor. The menu is labeled 'Armor'. The product information below is 'Armor', 'Price', and 'Order Now' with a QR code.
- Panel 3:** Background shows a woman in a green cloak. The menu is labeled 'Cloaks'. The product information below is 'Cloaks', 'Price', and 'Order Now' with a QR code.
- Panel 4:** Background shows a woman in a gold and black dress in front of a pyramid. The menu is labeled 'Cloaks'. The product information below is 'Cloaks', 'Price', and 'Order Now' with a QR code. To the right of the product information is a 'CLOTHING SIZE Available' tag with a grid of six green squares.



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