
Global Eagle brings Carmen Sandiego on board

By **Rachel Debling** on April, 1 2019 | Inflight Entertainment



Carmen Sandiego is a popular international video game and cartoon brand

[Global Eagle Entertainment](#) has entered a licensing agreement with [Houghton Mifflin Harcourt](#) to bring the popular Carmen Sandiego brand to the airline, cruise line and hospitality markets.

Dina Dumenko, Global Eagle's Head of Games Strategy, said in a statement from the inflight entertainment company: "The new Carmen Sandiego game has been specifically created for onboard playing. By correctly advancing through multiple layers of trivia questions, passengers will be able to unlock clues about her whereabouts in their quest to find Where in the World is Carmen Sandiego?"

A custom game, optimized for the travel market, will debut in late 2019 for the airline and maritime markets, as well as hospitality. The first Carmen Sandiego video game was released in 1985 and has since enjoyed cult status among young and old alike.

"It is fitting that the inspiring young woman who explored the world is now going to be traveling on board planes and ships to all corners of the world courtesy of our customers," said Per Norén, Global Eagle President. "Carmen Sandiego further solidifies Global Eagle's games leadership in a global gaming market of more than \$108 billion."

"As a globe-trotting super-thief, Carmen Sandiego knows her way around ships and planes, and this custom game for world travelers is an ideal way to introduce her to a new generation of fans while celebrating her computer game roots," said Caroline Fraser, head of HMH Productions, a division of Houghton Mifflin Harcourt Books & Media, and the executive producer of the "Carmen Sandiego" Netflix original series.