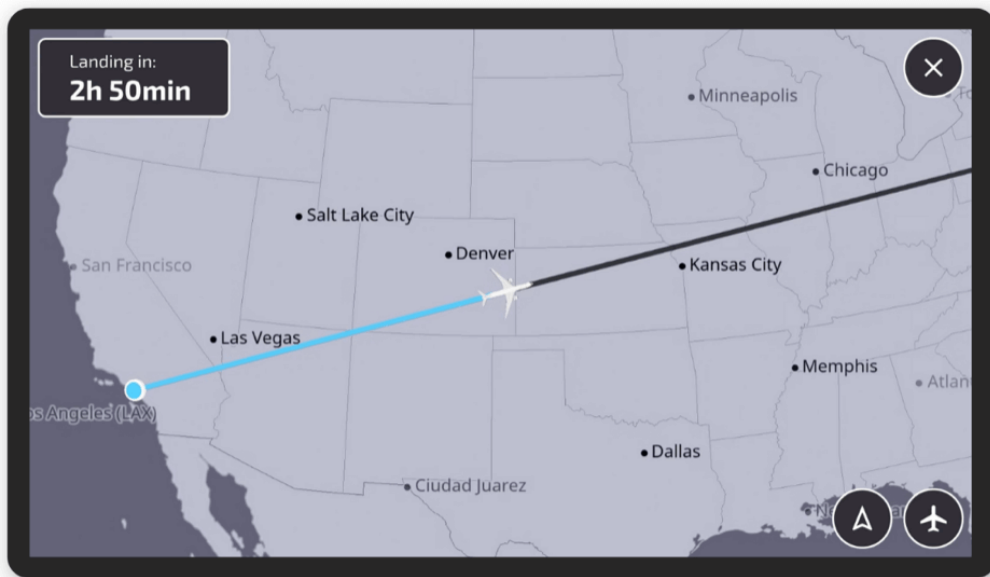


# FlightPath3D introduces Accessibility Map

This is a special feature from [PAX Tech's July 2024](#) issue, on [page 44](#).



## FlightPath3D's Accessibility Map

[FlightPath3D](#) has introduced the Accessibility Map, a simplified high-contrast display designed specifically for travellers with visual, motor or cognitive impairments. The map extends the existing FlightPath3D offering and its key features while prioritizing accessibility.

The map features an inclusive design with high contrast displays, large visuals and flexible navigation controls are optimized for passengers with specific needs. The interface is built to standards set by Web Content Accessibility Guidelines (WCAG) 2.2. FlightPath3D will leverage Luci, its AI-enabled assistant, for an audio narration functionality in 2025.

"We recognize the importance of creating an inclusive inflight experience and the Accessibility Map, featuring a streamlined interface and visibility enhancements, is a major step toward our goal of providing maps for all passengers," said Duncan Jackson, President of FlightPath3D.

The Accessibility Map is available for airline selection today. The first customer deployment is expected in Q1 2025.