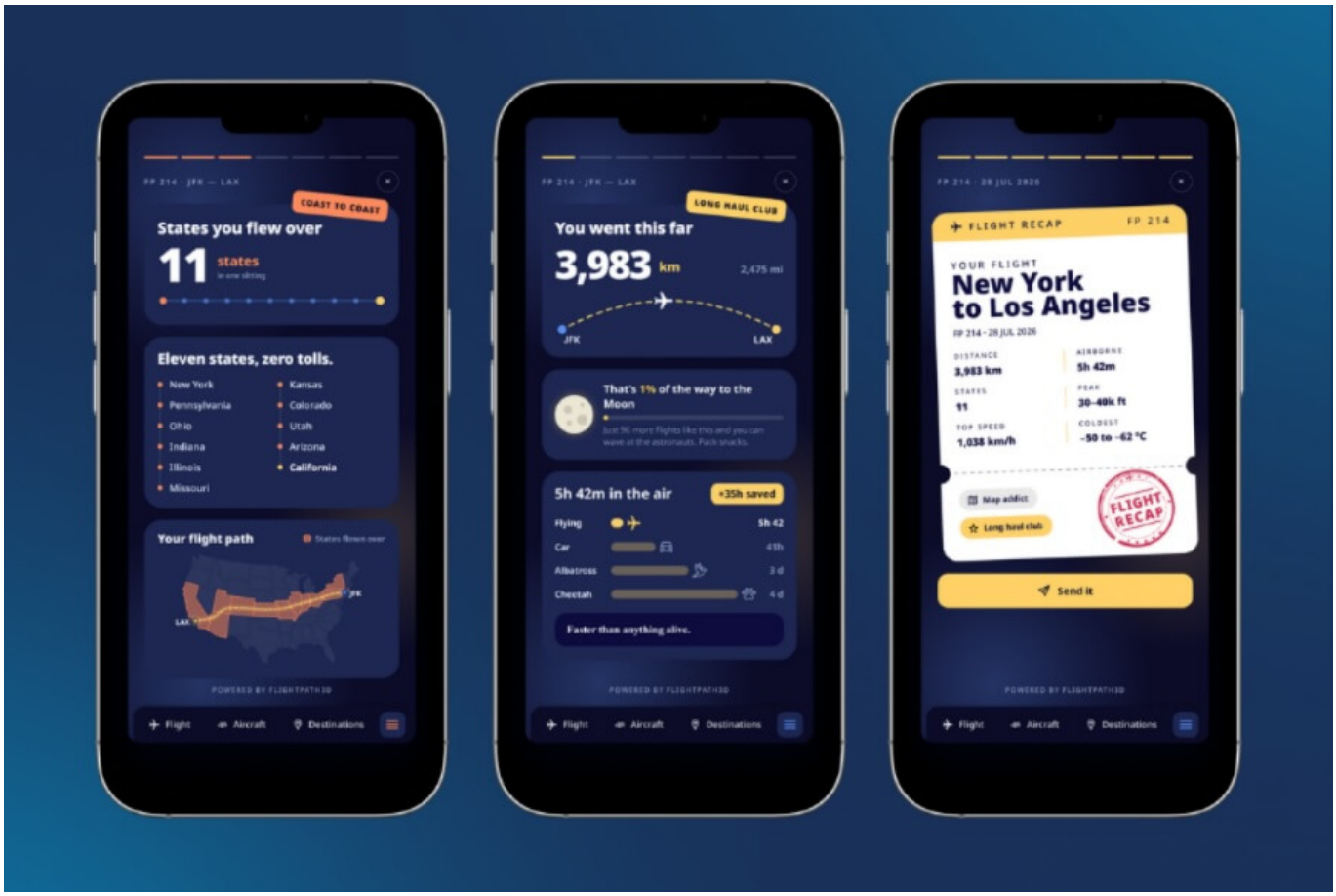
FlightPath3D introduces gamification features for moving map

This is a special feature from the November 2026 APEX FTE EXPO issue of *PAX Tech* on page 8.



FlightPath3D's Achievements and Flight Recap gamification features reward inflight map exploration with badges and shareable flight highlights

FlightPath3D has introduced Achievements and Flight Recap, two optional gamification features designed to turn inflight map exploration into a more rewarding and shareable passenger experience.

Achievements allow passengers to earn badges for exploring map views, flying over landmarks and reaching flight milestones. Bronze, Silver and Gold awards recognize distance flown and destinations explored. Another badge rewards passengers who spend 90 percent of a flight exploring the map.

Flight Recap provides a shareable summary at landing, highlighting milestones and achievements. An airline can incorporate its branding into social-ready graphics, extending its visibility beyond the cabin when passengers share a recap.

The features offer the airline new ways to encourage map exploration and strengthen passenger engagement while creating opportunities for organic brand exposure.

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Available as optional enhancements to FlightPath3D’s web and cloud map platforms, the features could eventually expand to include achievements collected across flights and integration with airline loyalty programs.

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