

FlightPath3D releases upgrades to Accessibility Map



FlightPath3D's updated Accessibility Map features improvements to the interface to further enhance the passenger experience

[FlightPath3D](#) has announced the general availability of the latest generation of its award-winning Accessibility Map. Building on two years of active use and feedback, the updated version adds a trio of key features to improve usability and functionality for travelers with auditory, visual, and motor impairments.

"Accessibility is not a one-time challenge. It requires vigilance and constant refinement to ensure we are meeting the needs of all travelers," said Duncan Jackson, FlightPath3D's President. "We are excited to continue innovation in accessibility, addressing essential passenger concerns today while laying out a roadmap for additional future updates."

Passengers in accessibility mode now have access to trip narration via Luci, FlightPath3D's AI-powered assistant. Luci's "highlights" functionality delivers a narrative right on the screen throughout the journey. The information shared includes speed, altitude and travel time remaining. Updates are streamlined to simplify the interface, limiting the types of messages shared to focus on the most relevant travel information and limit sensory overload.

Additional configuration options give users more control over Accessibility Map features. A new button on the interface quickly brings passengers to a settings menu where they can easily adjust font size, color inversion and other parts of the display to optimize the user experience. Similarly, a new hand icon is added to the user interface, helping to improve navigation throughout the map experience.

The initial version of Accessibility Map was built to standards set by Web Content Accessibility

Guidelines (WCAG) 2.2 to ensure regulatory compliance while providing entertainment and information for travelers. Engagement with the travelers closest to the system, most notably including Delta Air Lines' Advisory Board on Disability, enables FlightPath3D to extend Accessibility Map beyond those base standards and legal requirements. That direct feedback from users ensures that these updates address real needs from a wide range of travelers.

By creating a meaningful feedback loop with actual users, FlightPath3D has been able to carefully craft the future product roadmap for Accessibility Map. Text to speech narration and availability via Cloud Map and other personal device-based access methods are in development. FlightPath3D anticipates these additional features will significantly expand the addressable market for the accessibility features, helping to deliver on the company's commitment to providing a map for every traveler, regardless of ability, age, or the device they use.

These new features are available today for all Accessibility Map customers, deployed via FlightPath3D's seamless content update process.