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Inflight VR announces a partnership with Aviapartner AP Passenger Lounges to introduce its Virtual Reality Lounge Entertainment

From now on, visitors of Aviapartner's brand new AP Passenger Lounge at Fiumicino Airport in Rome can enjoy a fully immersive virtual reality entertainment experience while waiting for their departures.

Even though Inflight VR's focus is on virtual reality inflight entertainment solutions for airlines, the VR powered entertainment system is a great value-add for airport lounges as well. Thanks to the power of virtual reality, passengers will feel more comfortable and less stressed during their travels if being in their desired virtual environment. Be it a 3D cinema or a real theatre, a virtual shopping mall or even diving in the ocean, the possibilities offered by this VR entertainment platform are infinite.

"We partner with Aviapartner because they wanted to give their passengers something truly special, an entertainment that offers more than just movies", says Inflight VR Head of Business Development Mr. Raphael Baumann. "Our shared mission of delivering passengers the best possible entertainment experience not just in the air but also at airports is the foundation of our partnership."

Aviapartner's AP Passenger Lounge at Fiumicino Airport in Rome is frequented by more than 100,000 passengers every year. Inflight VR's virtual reality lounge entertainment will be accessible to all lounge visitors for the following six months with the goal to expand the scope and offer the VR system in other Aviapartner lounges as well.

"We are very excited to start this partnership with Inflight VR as their product and vision fits perfectly to our innovative offering", explains General Manager of Aviapartner Group Lounges and Premium Guest Services Mr. Italo Russo Silva. "We are convinced that this partnership will result in a great value-add for our customers."

Note to the editors:

Inflight VR is a limited liability company (GmbH) headquartered in Munich, Germany, with an operational office in Barcelona, Spain. Established in 2014, its team comprises a number of multinational specialists in virtual reality software development, user experience experts, network and backend software specialists.

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