

Inflight VR – on the road to success

Inflight VR is making good progress on its way to success. A young company that was established in Munich, Germany, in September 2014, Inflight VR has met all the objectives it set itself three years ago.

The development of the Inflight VR entertainment system is progressing as per plan. The company will bring to the aviation market the benefits of virtual reality (VR). By using VR goggles, passengers will be able to experience a totally new way of flying on board of airliners. In-flight tests have already been successfully performed. They demonstrate the viability of the product while revealing great interest from both airlines and passengers.

“The initial results of the tests performed with the Inflight VR entertainment system have proven that our concept is sound,” says co-founder and CEO Nikolas Jaeger. “Airlines have shown interest and want us to continue the trials so as to gain more insight into its potential and what it can bring, also in terms of additional ancillary revenue. The initial feedback is extremely encouraging, with a very high and enthusiastic acceptance from both airlines and passengers”.

“Our team and contributors have done a tremendous job”, adds co-founder and CEO Moritz Engler. “We are grateful to them for all their efforts which are now starting to bear fruit”.

This also becomes increasingly reflected within the international tech and start-up community. Inflight VR has been featured in relevant media outlets such as Financial Times, Manager Magazin, Gründerszene or ntv. In addition, a substantial financing round has been successfully closed.

“The value of our undertaking has been further confirmed by the confidence institutional investors and ‘business angels’ have placed in Inflight VR,” adds Nikolas Jaeger.

In July this year, Inflight VR received an additional funding of over €1M led by CBC Investment, Motu Ventures, Go Beyond and Heiko Rauch. Existing investors Prof. Dr. Jürgen Ringbeck and Prof. Randolf Rodenstock also participated. “The new capital will allow us to move one step closer to bringing the Inflight VR entertainment system to the market, hereby restoring the ‘dream of flying’ to its users”, says Moritz Engler.

“This all demonstrates that Inflight VR is now considered a very promising new undertaking with a lot of potential, by all those who follow the development of young and innovative

companies”, concludes Nikolas. “This is further confirmed by the receptiveness of the market to our new concept as well as its proven readiness”.

Note to the editors:

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

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