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Find out more at:
https://miastoinspiracji.lublin.eu/#programy-inspiracji
https://lublininfo.com/en/#glowna
https://lublin.eu/en/what-to-see-do/tourist-culture-information/mobile-application-visit-lublin/

Digital Passenger Information via website; Szeged: Because accessibility is an important issue for Szeged and not only about creating a livable, safe environment for people with permanent disabilities but also for people with temporary disabilities, its website has been made fully accessible. Web accessibility offers benefits for people in good health and with disabilities. An important principle of web accessibility is the design of flexible websites and software to meet different user needs, preferences, and situations. This flexibility benefits people with "temporary disabilities" and those whose abilities change as they age. In overall, accessibility will make the environment easier to use for people with walking sticks/crutches, elderly people, mothers pushing pushchairs, but also people carrying their luggage, or almost all people after an accident. Furthermore, acoustic passenger information systems, which are used on public transport, provide tourists with information to help them find their way around.

Find out more at : https://www.arkadszeged.hu/en/services/accessibility/

Sensorial Routes; Taranto: The National Archaeological Museum of Taranto – MARTA – is equipped with specific routes for the blind or visually impaired as well as totally equipped for only booking and ticketing. These sensorial routes are linked to the concept of museum accessibility and to a particular segment of cultural tourism for the direct overcoming of architectural, cognitive, and sensorial overcoming of pre-existing barriers to accessibility in the museum. All architectural barriers that could limit the ability to explore by visitors with motor disabilities have been eliminated inside the museum. Ramps and elevators allow total use of the museum spaces and there is also an interactive audio guide system, as well as 3D printing for the reproduction of the finds, "where everything can be touched". The museum demonstrates that innovative smart tourism can be found in creative accessibility measures that enable knowledge to be shared with all who want to visit a museum.

© Taranto Municipality

Find out more at: https://museotaranto.beniculturali.it/en/

"Dialog Through Touch" Project; Zagreb: The project "Dialogue Through Touch" has been actively involved in efforts to adapt museums for the blind, visually impaired, and the deaf-blind (a guide in Braille, audio guide, translation into sign language).

Find out more at: http://www.mgz.hr/hr/edukacija/dijalog-kroz-dodir,3270.html

4.1.2.4 Accessibility through Digital Innovations: Palermo; Porto; Seville; Zagreb

Augmented and Virtual Reality, to enhance accessibility to the historical and cultural highlights; Palermo: Part of the Smart Panormus project, Palermo wants to develop the use of augmented and virtual reality for the enhancement and improvement of accessibility to the historical and cultural highlights, in particular to the monuments of the Arab-Norman route. These technologies make it possible not only to virtually navigate along cultural route, or within a cultural asset such as museums, historic buildings, or archaeological sites, but also to add three-dimensional visualisation of cultural contexts or assets, elements or parts that are no longer present in their original location. The City of Palermo wants therefore to implement four virtual or augmented reality applications, especially on the following areas: Hidden Palermo, for elements that are invisible to the eyes of the visitors, Ponte dell'Ammiraglio, to recreate the bridge and its area, and Genius of Palermo, with the personification of the city.

Find out more at:
https://www.comune.palermo.it/js/server/uploads/_15052020140904.pdf

"Sevilla Smart Accessibility Tourist and Events" project and Seville Accessible App; Seville: The "Seville Smart Accessibility Tourist & Events" is an innovative project supported by the Spanish government and the European Union to improve accessibility, and urban space management through the use of ICT-based actions. This project uses GIS technology and AI