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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.