

NAVBLUE partners with Xbox Game Studios for “Microsoft Flight Simulator”

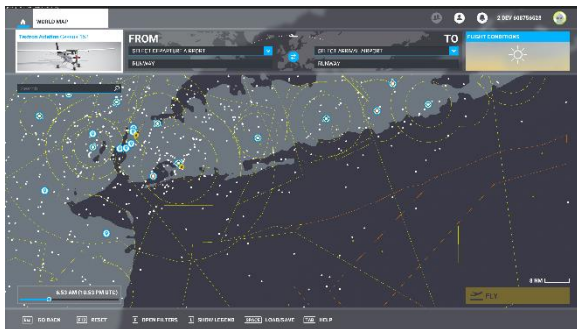
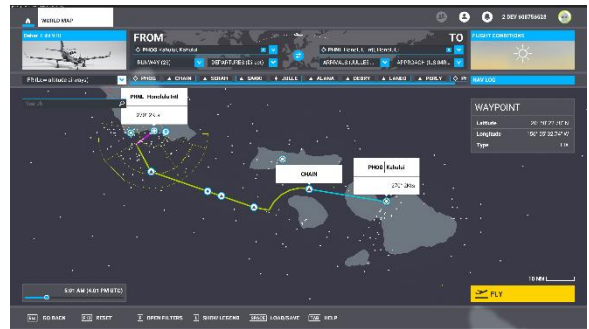
Toulouse, France, 25th June 2020

- First partnership between NAVBLUE and Xbox Game Studios
- NAVBLUE to supply data for “Microsoft Flight Simulator”

NAVBLUE is pleased to announce that it has been selected to supply their data solutions for “Microsoft Flight Simulator,” the next iteration in the franchise scheduled for release this year.

NAVBLUE was selected to supply data solutions after an official contract was signed at the end of March 2020.

The Microsoft Flight Simulator franchise is one of the longest running, best-selling, beloved simulators over the last 35 years. “Microsoft Flight Simulator” will enable simmers, aviation fans, gamers and pilots to fly all types of aircraft, from light aeroplanes to long-range aircraft, with an extreme level of detail, in an incredibly realistic environment. Players can create their own flight plan and fly all over the world, by day or night, in all weather conditions.



NAVBLUE will provide real-world aeronautical data to Microsoft through its *Navigation+* and, post launch, *Charts+* services, to support the realistic experience that is the next generation “Microsoft Flight Simulator” software.

Authentic worldwide navigation data, which is currently used on all major Flight Management Systems (FMS) and Flight Operation ground support tools, will be delivered in ARINC424 format, which is the international standard format for aircraft navigation.

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Realistic and accurate aerodrome and terminal procedure charts used by professional pilots across the globe will be supplied with *Charts+* to allow gamers and virtual pilots to access genuine information about aviation procedures in the airports and airspace.



Pierre Madrange, Vice President On Board+ at NAVBLUE, said: *“This partnership with Xbox Game Studios is a strong endorsement of our know-how in aircraft data management, supporting both real and simulated flight operation in aviation. Partnering with a major actor in the gaming industry is a new challenge for us at NAVBLUE and we are proud of taking part in the adventure!”*

“We are very excited to give to our Flight Simulator community the possibility to use data of quality such as NAVBLUE’s,” said Jorg Neuman, head of “Microsoft Flight Simulator. *“For the first time ever, the simulation experience will benefit from regularly proficient updated data that will give the possibility to reach a level of realism never before grasped in Microsoft Flight Simulator. With NAVBLUE, we have an excellent partner who always listens to our simulation needs and provides the tools to allows us to present the most realistic navigation data for the flight sim community.”*

About Xbox Game Studios: Xbox Game Studios develops and publishes games for console, PC and mobile platforms. Xbox Game Studios produces popular franchises Age of Empires, Flight Simulator, Forza, Gears of War, Halo, Mojang Studios, State of Decay and more. The organization encompasses 15 game development studios - 343 Industries, The Coalition, Compulsion Games, Double Fine Productions, The Initiative, inXile Entertainment, Mojang Studios, Ninja Theory, Obsidian Entertainment, Playground Games, Rare, Turn 10 Studios, Undead Labs, World’s Edge and Publishing.

About NAVBLUE: NAVBLUE is an Airbus Services company, wholly owned by Airbus, and dedicated to Flight Operations & Air Traffic Management Solutions. NAVBLUE provides digital solutions and services, and supports both civil and military environments, on the ground and onboard any aircraft and offers expertise in a range of areas, including digital cockpit operations, Operations Control Centre (OCC) systems, Flight Ops Engineering, Performance Based Navigation (PBN) and Air Traffic Management (ATM). NAVBLUE employs 550 employees spread across the world, with offices in Canada, France, Sweden, Thailand, UK and US and representatives in several other countries across the globe.