

Advanced Tour Guide Android App

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ABSTRACT

Creating a mobile urban tourism storytelling application presents several interactivity challenges on how to convey an engaging multimedia experience on-site. This article describes a methodology for fast prototyping of a multimedia mobile applications dedicated to urban tourism storytelling. The application can be a game that takes advantage of several location based technologies, freely available geo-referenced media, and augmented reality for immersive gameplay. The goal is to create serious games for tourism that follow a main narrative but where the story can automatically adapt itself to the current location of the player, assimilate possible detours and allow posterior out-of-location playback. Adaptable stories can use dynamic information from map sources such as points of interest (POI), elevation or virtual buildings.

KEYWORDS: *Weather Forecast, Hotels and Restaurant, Tourist Spots*

I. INTRODUCTION TO THE PROJECT

The tourism sector is a sector of great social and economic importance and is one of the sectors where there has been a growth in the use of mobile applications to support several activities. In this sector, mobile applications can be useful for tourists in general, but also for those who have some kind of disability or restriction. For these, mobile applications can help to obtain the information and recommendation of points of interest that are in accordance with their interests and are suitable to their restrictions. This app is useful to search better location as per whether for the tourist this paper describes the development of a mobile application for presentation and personalized recommendation of points of interest for inclusive tourism. The goal is an application to run on smartphone with Android OS able to provide the user with information compatible with their own profile. This application stands out by allowing an automatic filtering of information, considering the location and profile of the user, and providing him with more personalized information, relevant and appropriate to his situation, and thus contributing to a better inclusion. This paper describes the most relevant aspects of the development of the application.

Motivation

Tourism App Help User to Search Best location For the Holiday. Also Book nearest Hotels. Tourism motivations include relaxation, strengthening family. In addition whether for casting is main point of our project, tourists are also motivated to travel by other factors.

Aim and Objective

Our system will Provide Holiday location wise Nearest Hotel and restaurant. They are the ones who help organize conducted tours to the various tourist spots and manage the trivial and stay of the tourists

II. Problem Statement

India is a country where in a few days holiday, you can enjoy a lot. The problem is that we although having many websites but they offer different kind of services. The customer are enjoying a lot but there is a lack of relationship between trivial agency and customers. That time our app will overcome this problem

III. Proposed System

3.1. System Modules

3.1.1. Admin Module

This module contains all of the details about the places listed for the users, user can go through with all

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the places mentioned, and the admin must monitor all the activities.

3.1.2. User Module

User should login or register and can have access to check weather of all state, city and can also find nearest hotels and restaurant,

3.2. Module Authentication

This module can be further classified as:

- A user or administrator log in.
- Password Reset Forgot Password
- Admin and user registration

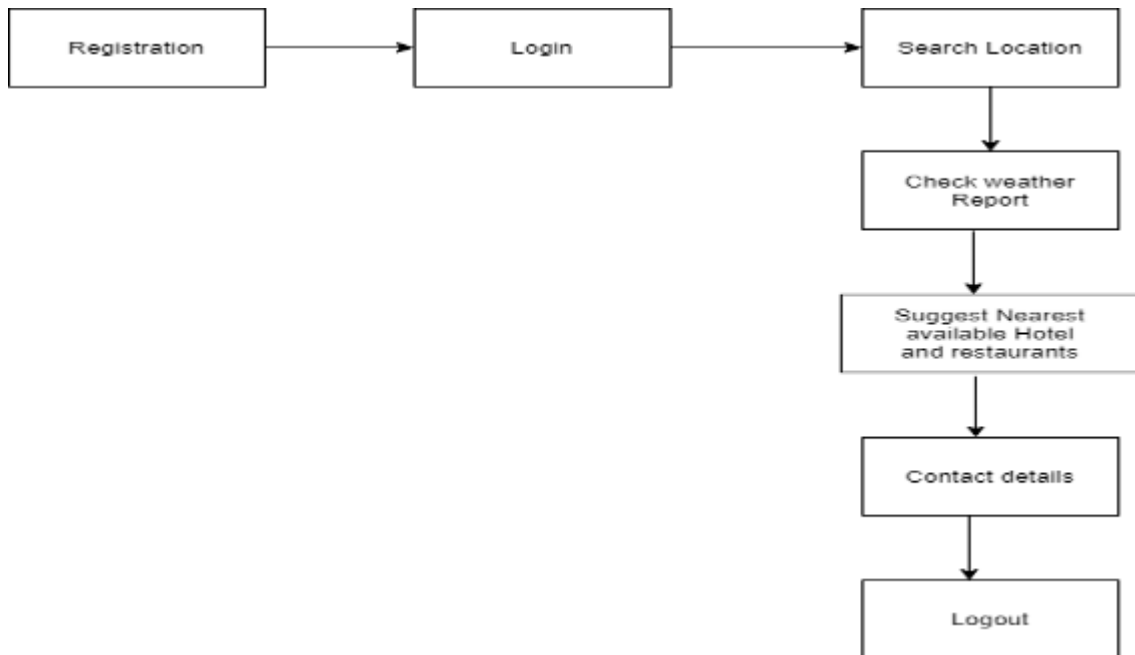


Fig 3.2 System Architecture

IV. System Block Diagram

4.1. Authentication Module

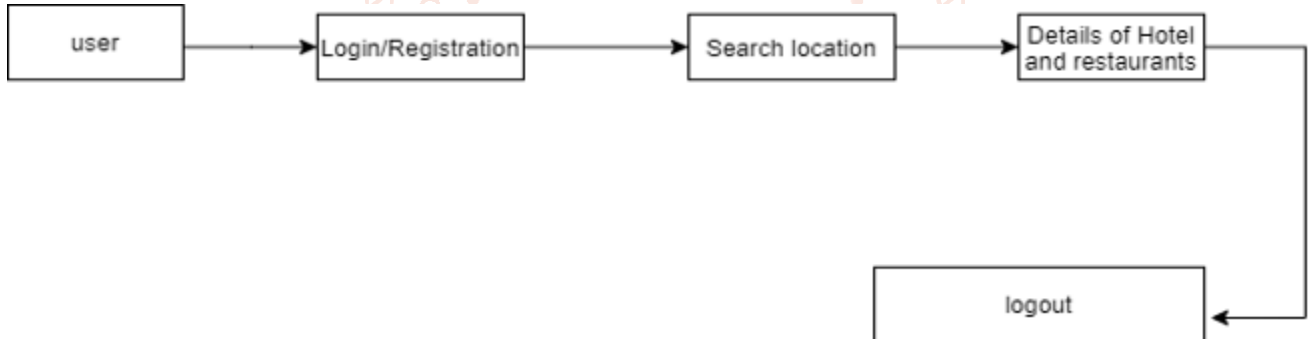


Fig 4.1 Authentication Module

4.2. Data Flow Diagram



Fig 4.2 Data Flow Diagram 0

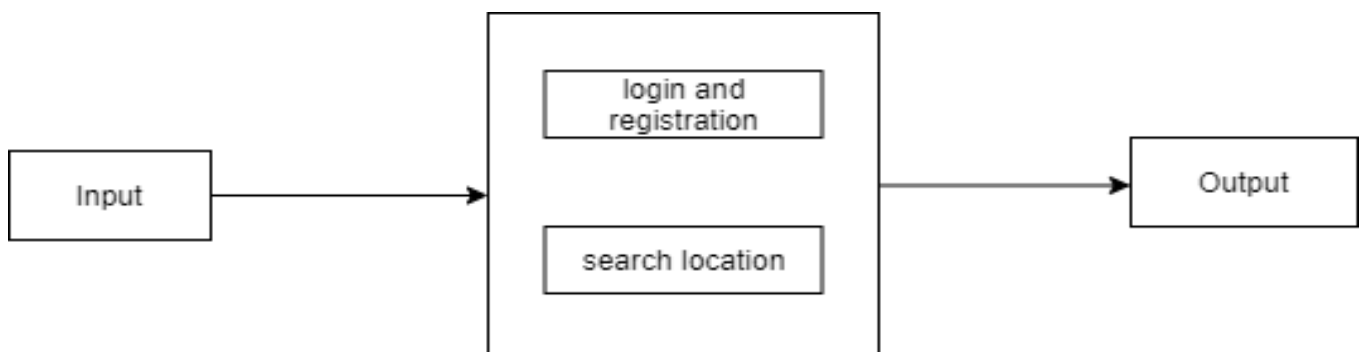


Fig 4.2.1 Data Flow Diagram 1

4.3. Use Case Activity

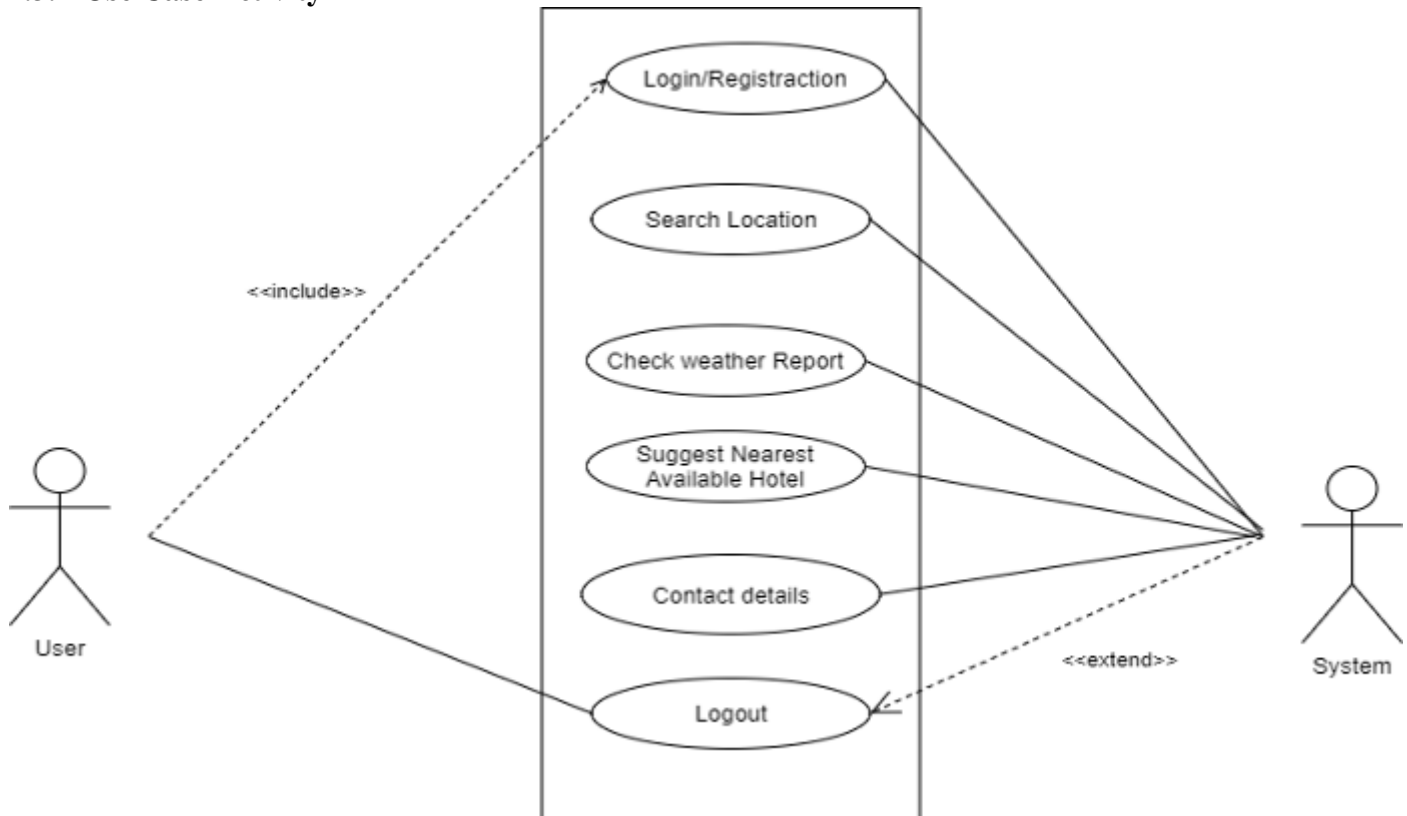


Fig 4.3 Use Case Activity

V. Conclusion

To conclude about our system, we have made analysis of different research papers, this paper classifies opinions/reviews about aspects into positive or negative reviews. In this framework, a tree-based aspects extraction method is proposed that extracts both explicit and implicit aspects from tourist opinions.

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