



IJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 11 Issue: IV Month of publication: April 2023

DOI: <https://doi.org/10.22214/ijraset.2023.50847>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Exploring Tourism with Virtual and Augmented Reality

Harish Muruges¹, Sushant Kawale², Sham Mahajan³, Rajdeep Divekar⁴

I.T Department, MGM'S College of Engineering & Technology Navi Mumbai, Mumbai University

Abstract: *Our Project labelled “EXPLORING TOURISM USING VIRTUAL AND AUGMENTED REALITY” is the embellished translation of existent arrangement of touristry websites. Tourists will experience utilizing this netting app as it determines all the lineaments converging terrace. Tourists will catch a feel of visiting differing visitor places of INDIA nearly as 360-strength view feature is executed in this place netting app and can likewise place a hint on a outline given to survey deeper about that particular place or about united states of America. This netting app is more appropriate and compassionate; visitors are again facilitated to express new or past revelation had connection with the visitor spot before investigating the spot concerning matter, therefore folk will have secure and great journey. As travel is individual of the fastest increasing energies contemporary, so it is very main to have a site or request that can help visitors to experience nearly the place they be going to visit. So, we certain to build this project as this can help chiliads to lakhs of population the one travel. This webapp not only helps to experience nearly that place but folk can more increase photos, news had connection with that place, share their happening of bothered places, they can further rate that place, comment entity and much more. This project is completely based on MERN stack.*

Keywords: *Modern tourism, Virtual Reality, Augmented Reality, Emerging Trends, Virtual Tourism*

I. INTRODUCTION

Tourism has supported influential growth earlier ten of something and excepting few exceptional periods in the way that the Covid-19 stage. It can be pronounced that Tourism can evolve in the anticipated future. During good times, the travel area has happened proved expected a area accompanying rapid tumour time. Moreover, with the increase in touristry exercises, the business-related situation of the country increases also. Therefore, governments frequently try to improve touristry-accompanying foundation to get convinced the goal. One in eleven jobs in the globe make use of the touristry sector. It more entails 30% of the duty exports of the world. Tourism-connected dossier betwixt 2013 and 2014 shows an increase of 0.035 billion in individual year, from 1.087 billion to 1.122 billion, and this number proper to welcome 1.8 billion for one end of 2030 (UNWTO, 2015). Thus, it has enhanced essential to increase the devote effort to something travel happening to attract more guests. Various determinants impact the incident and development of the touristry area. Some of these determinants are the traveller location atmosphere, occupancy of conveyance ease, terrestrial site, and closeness to the other traveller spots in the field.

Furthermore, the commuter's stances and by virtue of what they perceive a traveller goal likewise decide the tourist goal's boom and tumor (Camilleri, 2018). Thus, these determinants must be managed capably for development in touristry inside the country. The new tourism manufacturing is individual of the fastest increasing areas in the world. It has of age from \$25 billion in income in 2000 to over \$200 billion contemporary, accompanying projections for continued tumour into the future. The new touristry industry has of age considerably over the past few decades on account of many determinants containing: Increased accessibility of facts about travel goals, Improvements in technology that contain more adept and persuasive marketing. Higher not important revenue levels between consumers the one can give to travel more often than they acted before.

II. OBJECTIVE

- 1) To provide the detailed and deep information about the tourist places at one platform to the travellers.
- 2) To save peoples time instead of getting bounced to different websites related to tourism.
- 3) To provide the historical background of that particular place for which a tourist is looking for by reading the news on the news feed and also to ensure the safety of people is the main Objective.
- 4) To provide a virtual reality of all tourist spots to users so that they can enjoy the beauty of places by just sitting at home.
- 5) Directions, fact files, hotel booking, train/flight reservation can be easily available at a single platform.

III. PROPOSED SYSTEM

A. Overview of Webapp

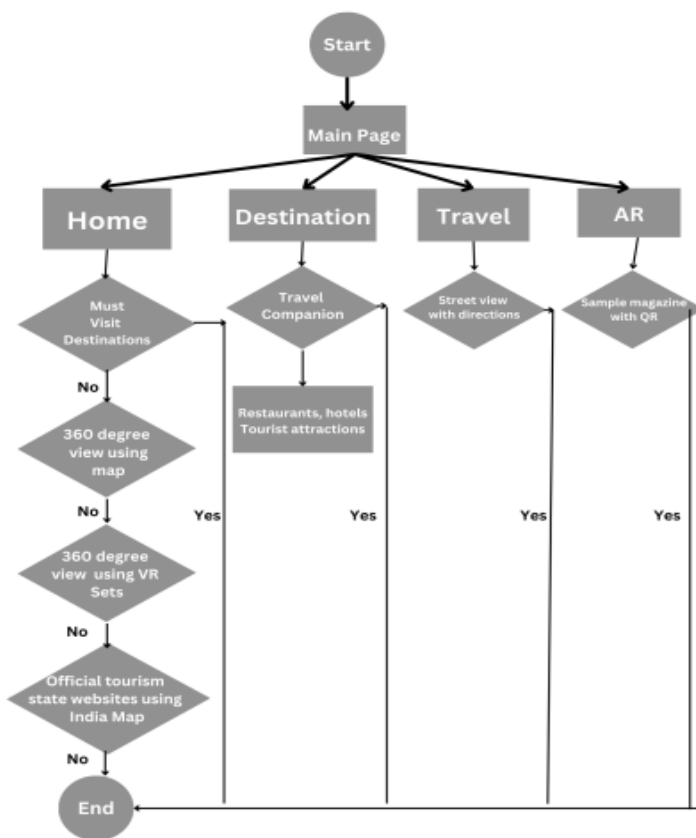


Fig 1. Flow Diagram of Proposed System

Our web app has all the basic features that a website contains, like search bar, destination, travel, booking, about us page. Our website is quite impressive as users can see the beauty of culture and traditions followed in different states of India through a video embedded in home page. People can get the list of tourist spots or destinations only by searching the place name. Also, it provides 360-degree view of all the tourist spots in India. Hence it allows tourists to experience the beauty of tourist center's before visiting. Booking Facility is also provided in this web app so that it would become more efficient site for tourist explorers. Paryatan chatbot is also added for asking queries and assistance.

The Above *fig.1* shows about how the data and information is collected, retrieved, analyse and utilized by the user. The places to visit, type reasonable classification is done with the help of the research. The 360-degree view of any place in world can be seen by user is completed by using google maps a API. This API (Application Programming Interface) helps the user by just dragging and dropping location of map and experience the great view of place. This view has guiding along route, navigation buttons so individual can move from individual place to another capably. The booking is completed with the help of 2 things api that gives vacant hotels and places and another thing is database If user books the hotel or register on page the details are stored on database i.e. Mongo db. The data is transferred in the above flow. A dossier sequential diagram shows the habit information flows through a process or plan. It contains dossier inputs and outputs, dossier stores, and the various subprocesses the dossier moves through. DFDs are buxom utilizing patterned letters and notation to name miscellaneous systems and their connections. AR is used in this project that allows users to scan a unique barcode of tourist attraction, which is mentioned in our tourist magazine which will redirect to a page where the site will show a 3D model along with the information provided by AI assistant through audio in national language. Also, the detailed information of places is provided in the magazine. Hence it is used by differently disabled people too.

B. Virtual Reality

In the webapp we have made has some virtual reality concepts. We have created 2 various features with one concept. First one is the to get the 360-degree view of any location on the earth. The tourist from any part of the world can view any tourist destinations such as historical places, spiritual places etc. by sitting at home before visiting the places. In fig 2 you can see that one can easily drag and drop the pointer on map and get the panoramic view of that place instantly. Our aim was to make the tourist to take decision or get bird eye view of place before visiting. We have made this feature by using the google maps API for street view. We have coded in such a way we make api calls as per the pointer location on the map. "map.setStreetView" is function that we has been created to make the feature work at its best.

We have integrated google street view as to view the street view people or users has to undergo process and to view it on mobile one needs to download the application and for web one has to undergo 4 to 5 steps to view the place. By our platform at one place users can access this feature at ease. As our webapp has responsive design one can view on any type of screen and at any time. The second type of feature is bit easy on virtual reality. We have researched the most visited or famous tourist places and given direct links to 360 cities website through api. These has better view of any place as the users who have VR sets can also use their VR sets and move to get the detailed view. As shown fig 3 one can enter the VR screen and view the tourist place and it will be like visiting that place live. We got this inspiration due this pandemic of covid-19 where people have to stop their visits to travel or tourist attractions. Considering this issue Virtual Reality Featured is made.

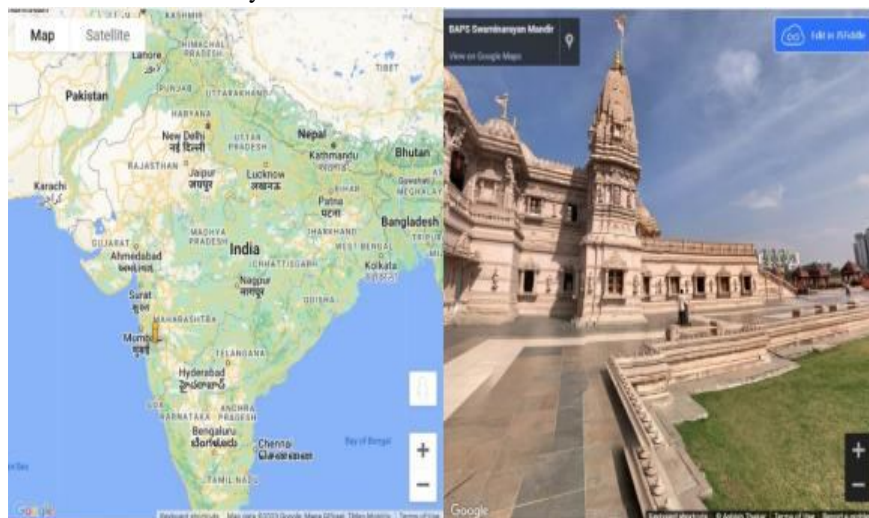


Fig 2. 360-degree Panoramic View

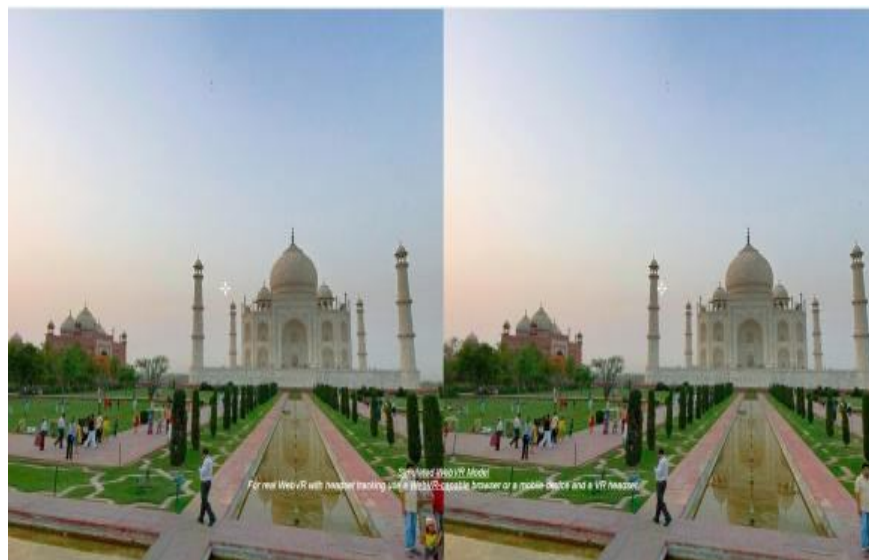


Fig 3. Exploring with VR set

C. Augmented Reality

Augmented realism (AR) has become an progressively favorite technology in up-to-date touristy, providing a new way for pilgrims to knowledge destinations and interests. Augmented reality has the potential to revolutionize the tourism industry by offering travelers a more immersive and engaging experience. . As the science continues to progress, we can want to visualize even more innovative uses of AR in the age at hand. AR is used in this project that allows users to scan a unique QR code of tourist attraction, which is mentioned in our tourist magazine that added in AR tab of webapp which will redirect to a page where the site will show a 3D model along with the information provided by AI assistant through audio in national language. Also the detailed information of places is provided in the magazine. Hence it is used by differently disabled people too. In the figure 4 we get the QR codes related to the article that use will scan and can obtain and project the 3d model in any place of the choice with information. Example of Taj Mahal is shown in figure 5.

Method of developing AR

- Creation and designing of 3D models by using blender.
- Importing the 3D models in mywebar.com site.
- Applying the voice to 3D models to provide information with help of “mywebar website”.
- Last and final step is to embed everything in a unique QR code and host it.



Fig 4. Magazine page with QR

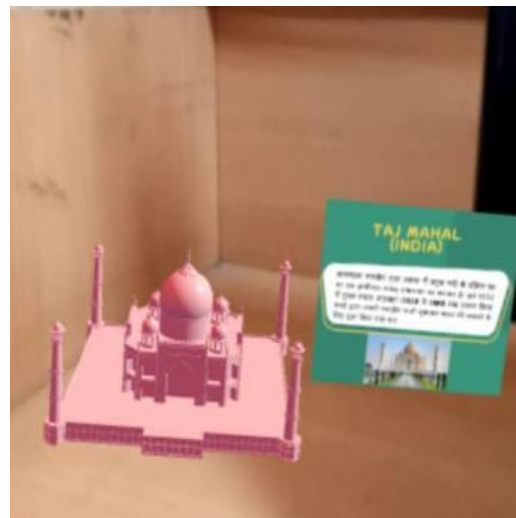


Fig 5.View After Scanning QR code

D. Travel Companion

In this feature people will get the complete guidance on how to reach the destination easily without any obstructions in journey. By using the map one can locate the nearby hotels, tourist attraction based on their ratings. In figure 6 you can see the text box where one can enter the place name and select desired filter and can see the tiles on map that contains results with images filters. Nearby hotels, restaurants and tourist attractions are filtered by this feature. This feature will help the tourist to find places easily. We have made better UI as on other sites one gets only names images and other details are not provided at one place the person has to dive deeper to gain information. This companion plays vital role when selecting nearby places at the convenience.

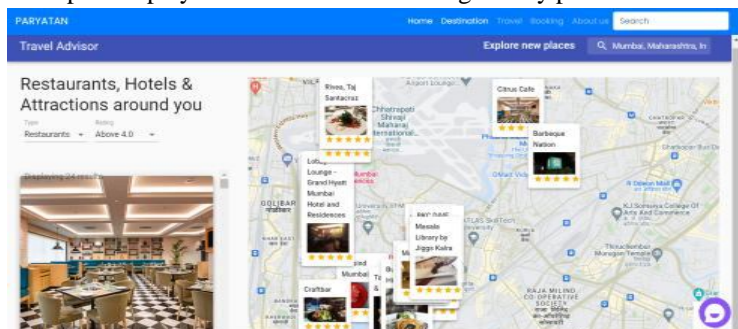


Fig 6. Travel Companion

IV. ADVANTAGES OF VIRTUAL & AUGMENTED REALITY IN TOURISM

- 1) *Enhanced Customer Experience*: Visitors may explore virtual locations and interact with their surroundings in an engaging and dynamic way thanks to VR and AR technological advances, which offers an immersive experience. Higher levels of consumer satisfaction may result from this. Virtual tours can be a more cost-effective option to traditional travel, allowing people to visit places they normally might not be able to due to distance or cost.
- 2) *Better Accessibility*: Virtual and augmented reality can help remove obstacles in the way of travel for those with impairments or mobility issues, enabling them to take part in a more inclusive and accessible travel experience.
- 3) *Increased Engagement*: Interactive experiences made possible with virtual reality and augmented reality allow visitors to interact with the surroundings in a way that isn't possible with conventional tourism. Visitors may spend more time discovering and acquiring knowledge about the destination as a result, resulting in higher levels of engagement and enjoyment.
- 4) *Benefits for Marketing*: Tourism organizations can advertise their destinations and draw potential tourists by using VR and AR technologies for marketing. In order to increase interest in and interaction with the place, it can also be utilized to develop promotional materials and content.

V. CONCLUSION

After conducting this research and creating a tourism website that incorporates virtual and augmented reality, it can be concluded that these technologies have the potential to revolutionize the tourism industry. By providing tourists with immersive experiences that allow them to virtually explore a destination, they can make more informed decisions about where to travel and what to see. Additionally, augmented reality technology can provide tourists with valuable information about attractions and landmarks through audio, making travel more educational and engaging. As technology continues to advance, virtual and augmented reality may continue to take hold in the tourism industry, offering even more benefits to travelers around the world.

REFERENCES

- [1] Daishi Suzuki; Kazuya Nunotani; Keisuke Fukusato; Mikiko Sode Tanaka – “A Study of Tourism Proposal System Using AI” 2020 IEEE 9th Global Conference on Consumer Electronics (GCCE)
- [2] “Tourism business web integration with web services”-Sulistyo Heripracoyo, S. Adi, Published 15 November 2017 || 2017 International Conference on Information Management and Technology (ICIMTech)
- [3] ” Virtual reality and modern tourism” -Pestek, Almir; Maida Sarvan. Journal of Tourism Futures; Bingley Vol. 7, Iss. 2, (2021): 245-250. DOI:10.1108/JTF-01-2020-0004
- [4] “Study and Evaluation of Tourism Websites based on User Perspective”- Deepanjali Shrestha¹, Tan Wenan², Neesha Rajkarnikar³, Deepmala Shrestha⁴ and Seung Ryul Jeong⁵
- [5] ” A study on envisioning Indian tourism – Through cultural tourism and sustainable digitalization”-Sreelekha Menon, Swati Bhatt & Sharat Sharma Alessandro Crociata Article: 1903149 | Received 05 Nov 2020, Accepted 10 March 2021, Published online: 05 May 2021



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)