



IJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 8 Issue: IV Month of publication: April 2020

DOI: <http://doi.org/10.22214/ijraset.2020.4012>

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Augmented Reality based Tourism Application

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Abstract: A Smartphone application that helps with all the tasks involved in planning a trip to view places in a trip this untapped requirement in mind, an android application is proposed here. The app consists and fulfils all above mentioned features enabling app users to have very good trip experience as well as documenting the entire process. Once the app gains decent amount of data with all the check-ins the user makes, the feedback feature gets enhanced to provide very good real time useful information for future users.

I. INTRODUCTION

A user has to manually plan their trips while visiting places or locations where in they need to see whether they are near certain places and if its on the way to the primary place they want to visit and also they have to look up information regarding the places they want to know about and the surrounding objects and articles manually, now our application mitigates this hassle by introducing a way for users to plan their outings by helping them navigate to location and provide the information regarding the place be it visual or audio.

A. Scope and Objectives

- 1) Main aim of this application is to provide users the best platform to make the trip/tour experience marvelous and awesome.
- 2) A good attention right from choosing a place till suggesting nearby places to the primary location is done by the application itself.
- 3) The objective of this android application is to provide a common platform for users to navigate through a region they are not familiar with and get information while visiting the place in question.

B. Existing System

Many applications take the form of a digital version of a traditional guidebook, aiming to provide advice on a particular destination that is worth a visit and providing information on how to access them, getting more details about the accommodation, etc. Many such applications are usually created by individuals and hosted, generally to provide their information to consumers for free. This medium produces a wide variety of styles, often incorporating graphics, photography, maps, and other unique content. These applications are considered for individual places or for individual tours only, which forms the major disadvantage. This is time consuming and user has to visit each and every application to book tours, also users find difficult to search for various opinions of other users.

Drawbacks of the existing system:

- 1) Need to contact travelers situated at various places and ask them about the places.
- 2) Communication with co-travelers is a tedious manual process.
- 3) Exact information is not obtained.
- 4) Follows manual process which leads to discomfort

II. PROPOSED METHODOLY

A. Proposed System

The application begins with the user logging in and begin to plan out their outing ,and the applications shows all nearby locations which can be visited by the user in a 10km radius. After the user has decided on a location the route is planned by the application and then the starts to guide the user toward the destination and also show other locations the user may want to visit on the way.

Now after the user has reached the destination they will be able to scan a QR code which has been placed at the location ,after which the necessary information about the place will be provided ,which are in 3 different formations i.e., text ,audio and visual .

The audio and text are in 3 different languages i.e., English, Kannada and Hindi .Now addition information about the inner areas of the location and their individual articles and objects will be provided if the user wants it.

Once our app gains more and more users, check-ins, photos, trip plans etc, the system can learn from previous data and improve among its suggestions so that later users get the best suggestions from real world data and have the best tour/trip experience.

III. MODULES

A. Admin Module

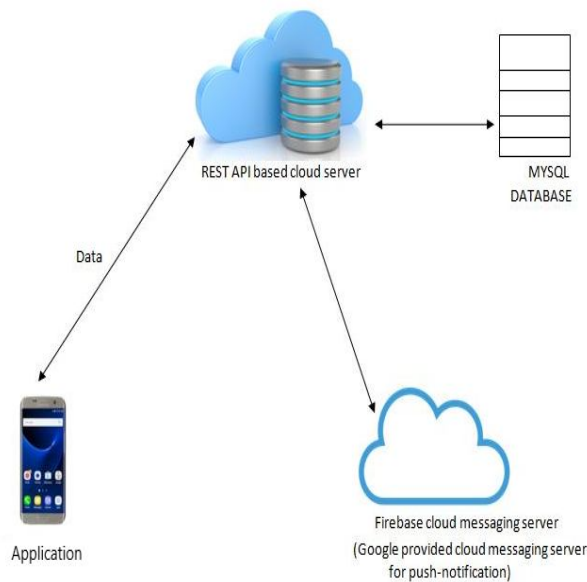
The module consists of

- 1) Manage places-where in the it record the locations name, address, a brief description of the location and image
- 2) Resources-this manages the various languages the information can be viewed in such as English, Hindi, Kannada.
- 3) View tourists-the users this module manages the user information.

B. User Module

This module consists of

- 1) user registration-where in the user register themselves to the application
- 2) login -
- 3) select destination
- 4) alert-the alert is a FCM cloud base alert where it tells the users if a location is near by
- 5) Feedback-users are able to give feedback regarding the location



IV. CONCLUSION

The main purpose of this project is to eliminate the need of a hired guide. The app we are proposing can identify a monument or a famous spot based on a picture that is either clicked or uploaded. Also, information can be retrieved about a monument by just entering its name. Our app can also locate that place on the map. Aside from this, it also has many varied features such as that of maintaining different albums for different locations. It can also give the location of the user and other places nearby which are worth seeing. This application is particularly useful for tourists who are visiting any place for the first time. It can help them to know more about any place they are visiting and the history related with that place. It can also be useful to people in general by giving information about the nearby attractions. It can also be used by locals to know more about the famous buildings near their homes. They can find out the history about any famous buildings nearby. We have created a tourism application which can enable the user to be able be their own guide and be able to visit and plan their outings and they are able relay feedback to the administrators about the area and have a good interaction with the creators.

V. ACKNOWLEDGMENT

We would like to thank and express our heartfelt gratitude to God almighty for the abundant blessings without which this project would not have been successful.

We would like to express our sincere gratitude to Sri. Vasu, Chairman of VVIET, Mr. Kaveesh Gowda V, Secretary of VVIET and all management members of VVIET, for their constant support.

We acknowledge and express our sincere thanks to our beloved Principal Dr. Ravishankar M, VVIET, Mysuru who is the source of inspiration.

We would like to express our deepest sense of gratitude towards Dr. Madhu B K, Head of the Department, CSE, VVIET, Mysuru for his valuable suggestions, support and encouragement.

We would like to extend our heartfelt gratitude to Mrs. Rumana Anjum , Assistant Professor, Dept. of CSE, for the valuable guidance and advice. We would also like to thank her for valuable guidance and useful suggestions, which helped us in completing the project work on time.

We would also thank all other teaching and non-teaching staffs of the Computer Science Department who have directly or indirectly helped us in completion of this project.

Our thanks and appreciation also go to our family and friends who have willingly helped us out with their abilities.

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