

Mobile Travel Guide for Smart Way to Travel

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Abstract— In current tourism system, whenever a tourist visits famous spots, to know more about the place he hires a guide. The hired guide then narrates history of the place. Now a day mobile phone is a necessary part of the people's life. There is continuously rising in a number of mobile computing applications, centered on the people's daily life. In such applications, location dependent systems have been detected as an important application. Such application which presents the Architecture and implementation of such a location is commonly known as Smart Travel Guide. We propose architecture of mobile tourist guide system for Android Mobile Phones that is able to provide tourism information to the mobile users conveniently. Our system takes advantage of light-weighted mash up technology that can combine more than one data sources to create value-added services, while overcomes the limitations of mobile devices. The Mobile application installed on the mobile of tourist can act as a guide. Additionally, the application would help user to find out the weather forecast of the place.

Keywords: Android Service, Tour Video Guide, Three-Layer Architecture

I. INTRODUCTION

Now a days, people's consumption structure is improving steadily. There has been a large increase in the number of people out on tours, for the sake of recreation and entertainment. Tourism is the strongest and largest industry in the global economy world, generating an estimated 11% of the global gross domestic product (GDP) and employing 200 million people and serving 700 million tourists worldwide-a figure which is expected to double by the year 2020. Meanwhile, there is greatly enriched travel information provided to the tourists on the Internet. However, a problem is shown that tourists are not able to get travel information timely when they are on the move. Therefore, we intend to explore how to build a mobile tourist guide system based on mashup technology to solve this problem [1]. Current mobile services are enhanced with location-aware features, providing the user with better use experience. A great number of mobile phone applications appeared recently, many of which are location-related. Location-dependent services, which answer location-related queries, are an important class of context-aware applications. With kinds of promising applications, like local information obtain (traffic condition, navigation messages and so on) and neighbouring environment queries, such as finding the nearest restaurant, location-dependent query service will soon become an necessary part of our daily lives. We will describe the design, implementation and deployment of a location-based application, named Smart Travel Guide, with the mobile phone as a platform. This application permitted users to get tour guidance information they need anytime and anywhere. In particular, the tourist data could be browsed or queried through an Internet map service such as Google Maps.

The mobile client's current location is one of the most important information for location related system. Mobile phones need to report their own locations to the remote server periodically, so that the information they want can be suitably queried. From the point of view of the service, the simplest method of locating is to let user tell his or her location, but this method requires extra effort because the user needs to define his or her location and input it to the system. The user can be located with different positioning systems. The advantage of this method is that the users do not need any extra equipment.

II. LITERATURE REVIEW

- 1) Jian Meng, Neng Xu., If the user device includes a GPS (Global Positioning System) module which is becoming increasingly common in current mobile devices, the user's location can be defined very accurately.
- 2) Xiaoyun shi, "Tour-Guide: The proposed system is based on request and response, so there is no continuous acquisition of the bandwidth.

III. SYSTEM ARCHITECTURE

The architecture of this system contains three layers: presentation layer, logical layer and Data Sources layer. Presentation layer provides the interaction between the end-users and the system. The mobile end-users usually interact with mashup server through the mobile Web browser. Because of the limitations of mobile device, the content displaying issue needs to be addressed in this layer. Logical layer is the most important layer of the system. It deals with data and services from the data sources layer and the mobile end-users. The transformation of XSL converts the format of XML which is from the data source layer into the format of WML (Wireless Markup Language), which is ability to deliver the result to the mobile Web browser by the Wireless Application Protocol (WAP).

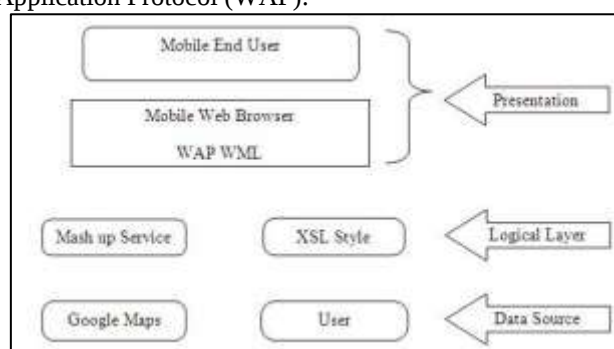


Fig. 1: System Architecture

Data sources layer provides data, content and service to be mashed-up by the open web APIs and databases. Currently, more and more websites provide API to the developers and researchers. The APIs of Google Maps is the most widely used in the diverse areas. The most popular protocols used by the APIs are REST (Representational State

Transfer), SOAP (Simple Object Access Protocol), and RSS/Atom. For those data in the silo, we can extract the content using other technologies such as screen scraping. These protocols which have their own advantages should be chosen according to the actual needs. Therefore, we choose Google Maps API, as the data sources. The mashup server communicates with data sources based on APIs by REST.

IV. PROPOSED SOLUTION

The challenge address by mobile was ability to get exact location from the specified favorites, current location, map, distance between two cities, weather report, find the video. Pointed out from the research that many applications have been developed, but some of the tourist information is mainly obtained through newspaper, magazines these applications do not provide exact information while user on move.

After studying many researches papers and also addressed many problem but the some mentioned above are the major issue so the proposed system will try to solve many problem related with current location, map, distance between two cities, weather report, find the video. In order to help the user who is newer to the city at the traveling time and gets current location, map, distance between two cities, weather report, find the video.

V. OBJECTIVES

- The main objective of this research is to develop a mobile travel guide application with added functions to an existing application.
- Especially in this application, interaction between users is the new function compared to traditional travel guides for museums.
- We decided to design this application because a lot of people think there are similar products already exist on the market. However, after we conducted the market research, there was only one single function on most of travel guide applications, and full-featured products were not listed.
- Thus, the purpose of designing this product is to make a travel guide application which contains possible integration of a number of features.
- Therefore, users may use a more convenient application. Online ticketing and online shop sale services allow users to buy tickets and souvenirs anywhere with an access to a network.
- Therefore, it is unnecessary for users to go to museums personally.

VI. HARDWARE AND SOFTWARE REQUIREMENTS

A. Hardware:

Mobile which has below features

- GPS
- GPRS
- Android 1.5 or higher

B. Software:

- Android Google API 1.5 or higher
- Android Development Tool plug-in

- Eclipse 3.4 or higher
- Sun JDK 5 or higher

VII. CONCLUSION

In this paper, we presented the design and implementation of a mobile application called Smart Travel Guide, with which mobile users can get tourism guidance information they need anytime and anywhere. By Smart Travel Guide, users can get an attraction's detailed information, including text, picture and video. In particular, Smart Travel Guide can provide users with location-based information, which can be browsed or queried through a map. User can search the nearby attractions after he or she configures the distance between the current location and the view spots. When the user moves out of the current location, the mobile phone will automatically send its new position to the server side, and the corresponding attraction list will be received by the user.

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