



# Smart Tourism Guide

Mrs. Vaishnavi M

Assistant Professor/CSE  
Bannari Amman Institute of Technology  
Sathyamangalam, Erode, India.

Mr. Pranesh T J

Student/Artificial Intelligence and  
Machine Learning  
Bannari Amman Institute of Technology  
Sathyamangalam, Erode, India.

Mr. Akash E

Student/Artificial Intelligence and  
Machine Learning  
Bannari Amman Institute of  
Technology Sathyamangalam, Erode,  
India.

**Abstract**—India's tourism business is highly established, growing quickly, and heavily centered around the nation's shore, culture, and history. India is one of the politically most stable nations in Asia, which has facilitated the growth of tourism. Tourism in India has witnessed significant growth in recent years, with travellers seeking unique and immersive experiences. In comparison to 10.93 million in 2019, a -44% decline in growth, the Ministry of Tourism reports that around 6.19 million and 1.52 million international visitors visited India in 2022 and 2021, respectively. Furthermore, it is impractical to have multilingual human tour guides everywhere. One of the noteworthy innovations that has gained prominence in this context is the introduction of Interactive tourism kiosks. This work deals with the build of a smart interactive kiosk for tourism. The kiosk offers tourists an enriched experience by providing real-time information, wayfinding assistance, and multimedia content. By enabling travellers to explore India more informed and engaged, these kiosks are contributing to the nation's goal of becoming a top global tourist destination. The Interactive Tourism Kiosk was conceived in response to the evolving needs of modern travellers who seek more than just a passive visit to iconic sites and tourist destinations. The Interactive Tourism Kiosk was conceived in response to the evolving needs of modern travelers who seek more than just a passive visit to iconic sites and tourist destinations.

**Keywords**— *Interactive tourism kiosks, Cultural tourism, India tourism, User-friendly interface, Tourist attractions, Smart Technology, Wayfinding.*

## I. INTRODUCTION

Tourism in India is a diverse and rapidly growing industry, attracting visitors from all over the world. With the increasing number of tourists, there is a growing need for accessible, interactive, and user-friendly information services. One of the best ways to transfer wealth, boost local economies, and move money around is through tourism. It provides money to a community that would not otherwise be available. To support and guarantee a high degree of communication between the visitor and the different receptionists, a statistical and scientific study has been conducted in the tourism industry. This journal introduces the concept of a Smart Interactive Kiosk designed to enhance the tourist experience, facilitate navigation, and provide real-time information. India, with its kaleidoscope of cultures, landscapes, and historical treasures, has been a perennial magnet for tourists from across the globe. From the majestic palaces of Rajasthan to the tranquil The Interactive Tourism Kiosk was conceived in response to the evolving needs of modern travelers who seek more than just a passive visit to iconic sites and tourist destinations backwaters of Kerala, India offers an unparalleled diversity of experiences. However, navigating this vast and multifaceted country can be a daunting task for travelers, often leaving them overwhelmed by choices and information. In response to these challenges, the Interactive Tourism Kiosk has emerged

as a game-changing solution, set to revolutionize the way tourists explore, engage, and connect with this enchanting subcontinent. . The Interactive Tourism Kiosk was conceived in response to the evolving needs of modern travelers who seek more than just a passive visit to iconic sites and tourist destinations. It recognizes that, in today's digital age, tourists expect an interactive, informative, and engaging experience that seamlessly blends technology with the cultural richness India has to offer. In an age marked by an increasing appetite for immersive travel experiences and a growing reliance on digital technology, the Interactive Tourism Kiosk emerges as a cutting-edge solution poised to redefine the way tourists explore and engage with destinations. This innovative project represents a harmonious fusion of technology and tourism, offering a dynamic platform that empowers travelers to discover, learn, and navigate with unprecedented ease and convenience. In this era of information accessibility, tourists expect more than traditional paper maps and static brochures to guide their journeys. The Interactive Tourism Kiosk Project responds to this evolving paradigm by introducing a revolution in the way travelers access information, discover hidden gems, and connect with the essence of the locales they visit. By combining state-of-the-art interactive technology, up-to-the-minute data, and a user-friendly interface, this project aims to enhance the tourist experience and promote a deeper understanding of the destinations they explore. The Interactive Tourism Kiosk is an ambitious and innovative initiative aimed at transforming the way tourists explore and engage with the country. It leverages cutting-edge technology to provide a dynamic and user-friendly platform that empowers travelers with real-time information, recommendations, and insights about the myriad destinations they can explore in India. These interactive kiosks, strategically placed at key tourist locations and hubs across the country, are designed to serve as reliable travel companions, providing invaluable assistance and enhancing the overall tourist experience. The Interactive Tourism Kiosk is poised to be a transformative force in the way tourists explore this vast and diverse nation. Beyond enhancing the quality of the tourist experience, this initiative is expected to significantly boost local economies by guiding visitors to lesser-known treasures and encouraging sustainable, responsible tourism. Moreover, it promises to promote cultural exchange, fostering a deeper understanding of India's unique heritage and traditions. In this introduction, we have provided an overview of the Interactive Tourism Kiosk, emphasizing its potential to reshape the way travelers engage with this culturally rich and geographically vast subcontinent. As we delve further into the project, subsequent sections will explore the intricate details of its implementation, the technologies driving it, and the profound impact it is set to have on India's tourism landscape. This



the introductory overview will delve into the core objectives, features, and potential benefits of the Interactive Tourism Kiosk Project, offering a glimpse into the future of travel and tourism. As we journey through this exploration, you will uncover how this initiative leverages the power of interactivity to foster engagement, foster cultural exchange, and streamline the tourist experience, ultimately.

## II. RELATED WORKS

[1] The emphasis on Interactive Information Kiosk Systems as a relatively novel technology suggests a forward-looking perspective on improving accessibility and information dissemination in remote regions. The recognition of these kiosk systems as mechanisms for providing real-time information and engaging users underscores their potential impact on both the university community and visitors. The concept of place branding and image-building using this technology opens up innovative possibilities for shaping how a rural city is perceived. [2] The introduction of a tourist guide system running on touch screen kiosks represents a forward-looking perspective on technology's role in tourism. The integration of the kiosk with essential systems such as the bus information system, Internet broadcast system, online shopping, and web portal indicates a commitment to offering a multifaceted and convenient service to users. [3] The paper identifies a challenge associated with tourist attractions spread across a wide geographical area, which are not frequently visited and, therefore, pose difficulties for deploying human tourist guides who speak various languages. The research focuses on addressing this challenge through the creation of a smart interactive kiosk for tourist assistance, marking a forward-looking approach to leveraging technology in the tourism sector. [4] The system's core functionality revolves around providing users with real-time and up-to-date information about Hong Kong through Java-enabled web browsers, catering to the digital preferences of modern tourists. [5] The objective of identifying the cognitive needs of museum visitors and content selection parameters for interactive kiosk software suggests a user centered design approach, aimed at satisfying the curiosity and knowledge-seeking tendencies of visitors. The intention to install interactive kiosk software in every thematic gallery of the museum is noteworthy, as it indicates a commitment to leveraging technology to enhance the overall museum experience. [6] In the ever-evolving landscape of travel and tourism, technology has played a pivotal role in shaping the way people plan, book, and experience their trips. [7] By analyzing users past behavior, preferences, and location, the app could suggest tailored travel itineraries, accommodations, and activities. [8] The observed project integrated advanced algorithms to provide personalized recommendations. By analyzing users' past behavior, preferences, and location, the app could suggest tailored travel itineraries, accommodations, and activities. [9] Striking the right balance between personalization and privacy is an ongoing challenge in such applications. Additionally, maintaining real-time data accuracy and managing server loads during peak travel seasons required careful consideration. [10] This technology driven enhancement bridges the gap between physical and digital

experiences, enabling users to immerse themselves in the destination's culture and history before even setting foot there. [11] A smooth user experience was made possible through intuitive navigation, visually appealing interfaces, and precise information classification. [12] One such challenge is the need for up-to-date and accurate information. Inaccuracies in travel details can lead to frustrating experiences for users, eroding their trust in the platform. Additionally, striking the right balance between automation and human interaction is crucial. [13] A seamless user experience was made possible through intuitive navigation, visually appealing interfaces, and categorical information classification. The project team's dedication to user research was clear in their efforts to comprehend user personas, pain spots, and goals, leading to the creation of a product that connected with its intended market. [14] The project addressed this challenge by providing real-time updates on factors such as weather conditions, local events, and changes in transportation on the go. [15] Users can become fully immersed in the culture and history of the place before even stepping foot there because to this technology-driven improvement that connects the actual and digital worlds

## III. PROPOSED METHODOLOGY

The proposed approach uses a Tourism Kiosk system involving a structured methodology to ensure its effectiveness and user-friendliness. The project can begin with a thorough analysis of the target audience and their specific needs. Understanding the demographics and preferences of tourists can guide the design and content of the kiosk. Requirement gathering from stakeholders, including tourists, local businesses, and tourism officials, is essential to identify key features and functionalities.

Fig 1. Interactive Kiosk

### HARDWARE REQUIREMENTS

#### 1. Interactive Kiosk



An interactive kiosk (Fig 1.) is a type of computer terminal that offers access to information and applications for commerce, education, entertainment, and communication. It is equipped with specific hardware and software.



## 2. Internet Kiosk

A device that offers public Internet access is called an Internet kiosk. Internet kiosks, which can be located in places like hotel lobbies, long-term care institutions, medical waiting rooms, apartment complex offices, or airports to provide quick access to email or websites, occasionally resemble phone booths. Internet kiosks can also occasionally have a bill acceptor or a credit card swipe.

Monitor Type	LED
Material	Mild Steel
Screen Size	10"/15"/17"/19"/21.5"/24"/27"/32"/46"/55"/65"
Aspect Ratio	16 Ratio 9
Ram	4GB+
Processor	Intel Dual Core/i3/i5/ARM Cortex
Brightness	300 nits
Hdd Storage	1TB+
Connectivity	Wifi/LAN/Bluetooth/USB2.0/U SB3.0
Environmental	0 - 45 Deg C
Humidity	85%
Mounting	Standalone Floor Mounted
Multi Touch Point	Yes
Touch Accuracy	99%
Touch Screen	Capacitive
Operating System	Windows 10 / Android
Screen Resolution	1920x1080
Printing Facility	Yes
Vandal Resistant Glass	Yes
Software	Customized
Peripherals	As Per Requirement

### Software Requirements

#### 1. Web application

A thorough platform created to simplify is the Web application. It provides a variety of features that make it a potent tool for managing and connecting. It builds an interactive platform for the user to access the kiosk. In the proposed system the huge info is integrated along with the location, and contact information of the specified spot. Users can make use of spots by interacting via touches. The

software will provide smart navigation to that place, which dynamically changes according to the traffic, vehicles, time, and direction.

#### 2. MAPBOX GL

For the next wave of location-aware companies, Mapbox is the go-to real-time location tool. The only platform that gives businesses all the capabilities they need to power package, person, and vehicle navigation worldwide is Mapbox. Mapbox has been selected by over 3.5million registered developers because of its flexibility, security, and privacy compliance. Businesses leverage Mapbox apps, data, SDKs, and APIs to build immersive, personalized experiences for their clients. A marker in Mapbox is an image that represents a particular coordinate or point feature on a map. The phrase "Marker," capitalized, is only used to refer to default marker methods and the objects they produce.

#### 3. MONGODB

MongoDB is a popular NoSQL database management system. Below are some

- i) Connecting to a MongoDB Server: mongo
- ii) Switching to a Database: use database\_name
- iii) Inserting Document: db.collection\_name.insert({ key: value })
- iv) Querying Documents: db.collection\_name.find({ key: value })
- v) Updating Document: db.collection\_name.update({ key: value }, { \$set: { new\_key: new\_value } })
- vi) Removing Document: db.collection\_name.remove ({ key: value })
- vii) Counting Documents: db.collection\_name.count()

### WORKFLOW:

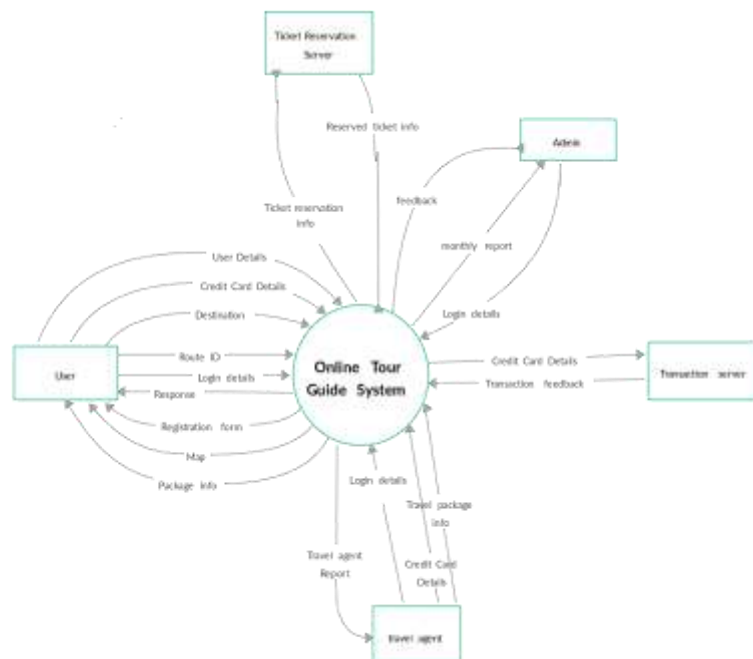


Fig 2. Workflow



Initially all the details are stored in the MongoDB, as the kiosk initiates data that is fetched to the software, the information is rendered in such a way that any user can make use of the machine in a viable manner. Users can take a glance and choose the one which they like, features including smart navigation are introduced here. Finally make a payment(if needed) via payment gateway to the respective hotel or spot and leave with a review which will be used for improving the model further. The reviews are used to choose the best spot among several spots and make the system better to use. Mongo commands are used for storing and retrieving data in the system. Filtration is done with Mongo commands such as `db.find({})`.

#### IV. PROTOTYPE

We have developed a prototype and tested it thoroughly, yielding consistently dependable outcomes. We ensured the functionality, accuracy, and efficiency of the prototype through a thorough assessment and validation process as part of our extensive testing process. The outcomes confirm the prototype's resilience and suitability for advancements in both development and application.

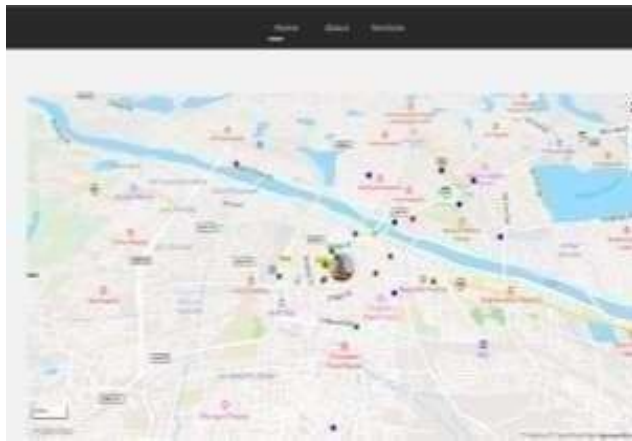


Fig 3. Tourist Spot

Each dot in the map (Fig 3.) represents each and individual tourist spot with each color representing a unique category. Blue – Entertainment, Green – Hotel, Red – Emergency, Yellow – Lodge.



Fig 4. Short Description

When a user hovers over a Tourist spot it shows a Popup (Fig 4.) containing more information about that spot. It is for the user to get a small idea about the place, such as the history of that place and what the place is famous for.



Fig 5. Categories

Also has a separate section (Fig 5.) for tourists to select places on the basis of categories. Touching each of them will redirect it to the specified smart navigation section

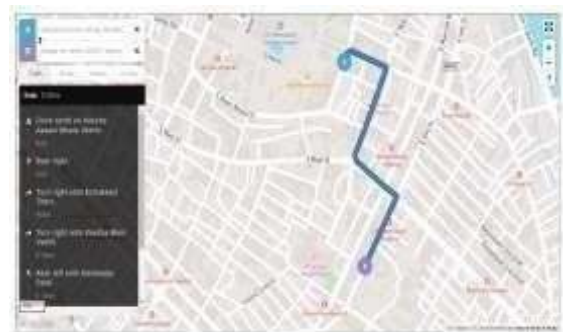


Fig 6. Smart Navigation

The smart navigation (Fig 6.) feature helps to get the user to the spot instantly. The top right corner specifies the amount of distance needed to be covered to reach the place and the time for reaching, along with all individual steps. Including 3 modes of transportation, Driving, walking, and cycling provided with zoom in and zoom out facility.



Fig 7. Long Description



Firstly, (Fig 7.) will offer a historical context, explaining any historical significance or cultural heritage associated with the spot. This could include details about landmarks, ancient ruins, or historical events that took place in the area. Secondly, the geographical features of the spot will be described. This might encompass its location, nearby geographical landmarks, climate, and unique natural features such as beaches, mountains, forests, or waterfalls. Thirdly, information about the local culture and traditions is crucial. This includes details about the local population, their customs, festivals, art, cuisine, and the overall way of life. Additionally, practical details. This encompasses tourist amenities such as accommodation options, restaurants, transportation facilities, and availability of tour guides. For many tourists, details about activities and attractions are essential. This could include adventure sports, hiking trails, wildlife sanctuaries, museums, art galleries, local markets, and any special events or festivals that regularly occur. Furthermore, information about the best times to visit the spot, considering weather conditions and local events, helps tourists plan their trips effectively. Lastly, including personal experiences or testimonials from other travelers can add a human touch to the description, providing prospective tourists with insights into the real experiences of people who have visited the spot.



Scan the QR and Continue Your Journey from Your Mobile

Fig 8. QR code

Scanning the QR (Fig 8.) will enable the tourist to get destination details on their mobile phone, now the tourist does not need to rely on the kiosk to reach the destination.

The suggested solution has promise, as evidenced by the consistent and encouraging outcomes of the testing phase. The results not only confirm the validity of the theoretical framework but also offer significant perspectives on future areas for study and practical applications. The prototype's successful operation indicates how useful it may be in practical applications.

## V. RESULTS

The implementation of the Smart Interactive Kiosk for Tourism in India yielded promising results. Visitors found the real-time information, multimedia content, and wayfinding features to be highly beneficial, simplifying

their exploration of diverse Indian destinations. These features contributed to an overall increase in tourist satisfaction and engagement. The kiosk not only improved the quality of the tourist experience but also provided valuable data for further optimization. Continued data analysis and feedback collection will be crucial to adapt the system to changing tourist needs and preferences, ensuring its long-term success as a vital component of India's tourism infrastructure. The positive results underscore the potential of the Smart Interactive Kiosk to transform how tourists explore and engage with India's culturally rich and geographically diverse destinations.

## VI. CONCLUSION AND FUTURE SCOPE

The successful deployment of the Smart Interactive Kiosk for Tourism in India has improved the traveller experience. User feedback and usage data clearly demonstrate how effective the kiosk is in delivering multimedia material, helping with navigation, and offering information. The way travellers experience India's many tourism attractions could be completely changed by this concept. Future plans for this project include growing the kiosk network to include more Indian tourist locations. The kiosk's capabilities can also be increased by incorporating cutting-edge technology like artificial intelligence (AI) for tailored recommendations and expanded support for more languages. In order to adjust to evolving visitor demands, it will be imperative to continuously gather user feedback, analyze data, and maintain up-to-date kiosks through maintenance. Furthermore, possible collaborations with nearby companies and tourism organizations might support the kiosk's expansion and survival.

## REFERENCES

- [1] Tzu-Ching Lin, Nuntasree Sukato, "University Branding and Rural Tourism through the Interactive Information Kiosk System", International Academic Forum (IAFOR), ISSN: 21891001, 2014.
- [2] Jaegeol Yim, "Design of the Touchscreen Kiosk-Based Local Area Tour Guide System", International Journal of Multimedia and Ubiquitous Engineering, ISSN: 1975-0080 IJMUE, Volume 10, 2015.
- [3] Hanane Amessafi, Reda Jourani, Adil Echhelh, and Houssain Oulad Yakhlef " Building a Smart Interactive Kiosk for Tourist Assistance", Transactions on Machine Learning and Artificial Intelligence, ISSN: 2054-7390, 2017.
- [4] Chris Yeung, Pang-Fei Tung, Jerome Yen, "A Multi-Agent Based Tourism Kiosk on Internet", Thirty-First Annual Hawaii International Conference on System Sciences, ISSN: 10603425, Volume 4, 1998.
- [5] Dinesh Katre, Mandar Sarnaik, "Identifying the Cognitive Needs of Visitors and Content Selection Parameters for Designing the Interactive Kiosk Software for Museums", International Federation for Information Processing, ISBN: 978-3-642-11762-6, 2010.
- [6] Ching Fu Chen, Chiang Fu, Yu Chun Chen, "Exploring tourist preference for Mobility-as-a-Service (MaaS)" Department of Transportation and Communication Management Science, ISBN: , 2023.
- [7] Maria a. del cacho estil-les1, chiara bersani, roberto sacile and enrico zero, "Optimal Travel Planning of Short Stays in Mass Tourist Destinations", ISSN: 2169-3536, 2023.



[8] Yawen Li , Xiangyun Wang, Xue Wang, “Tourist flows analysis and decision support system based on intelligent mobile phones”, Beijing University of Posts and Telecommunications, 2011.

[9] Muhammad Afzaal, Muhammad Usman, Alvis Fong , “Tourism Mobile App with Aspect-Based Sentiment Classification Framework for Tourist Reviews”, International Conference on Computing Sciences, ISSN: 0098-3063, 2018.

[10] Darwin Alulema, Betsabe Simbana, Christian Vega, “Design of an Augmented Reality-based Application for Quito’s Historic Center”, IEEE Virtual Reality Conference, ISBN:978- 1-53865032-5, 2019.

[11] Arisa Fujinoki; Takayuki Fujimoto , “Development of "Strawberry Picking", Apps for Foreign Tourists”, International Conference on Systems Engineering, ISBN:978-1-5386-0610- 0, 2017.

[12] Rittwik Sood, “ Intelligent mobile based tourist assistance system”, International Conference for Convergence in Technology (I2CT), ISBN:978-1-5090-4307-1, 2017.

[13] Emeliza R. Yabut; Charles Michael C. Te; Ermarie Nicole L. Faeldonea; Cyril M. Lepiten; Jan Patrick A. Villadores; Marilou N. Jamis; Rosauro E. Manuel, “A framework for guiding travelers and promoting of different tourist destinations in the Philippines using mobile platform”, International Conference on Humanoid, Nanotechnology, Information Technology, Communication and Control, Environment and Management (HNICEM), ISBN:978-1- 53860912-5,2017.

[14] A. H. Fauzi; C. L. Tang; D. N. F. Awg Iskandar; S. N. Junaini, “Review and experience on developing sarawak traditional food locator mobile apps”, IEEE International Conference on Control System, Computing and Engineering (ICCSCE), ISBN:978-1- 5386-3897-2, 2017.

[15] Hafizur Rahaman; Auditi Bridget Biswas; S. M. Nazimuddin; Md. Eshaqur Rahman; Md. Raihan Khan , “Synchronous location-aware Media and Augmented visualization for Real world Tourist (SMART)”, International Conference on Virtual System & Multimedia (VSMM), ISSN: 24741485,2016.