



Social Platform for Auctioning In-Demand Tour Plans to Agencies

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Abstract: This design paper presents a social media platform for tourists and agencies to connect and discover travel plans. The platform allows users to create and upload their travel plans as posts, which are displayed based on user interests and activities. Users can optimize their travel path and receive personalized travel recommendations through the integration of the ChatGPT API. The platform also showcases trending tour posts to tourist agencies, allowing them to connect with interested users and provide tour packages at nominal prices. The paper highlights how the platform enhances the tourism experience by facilitating the discovery of trending tours, connecting users with relevant tourist agencies, and enabling users to experience the best of what tourism has to offer.

This project proposes a social platform for auctioning in-demand tour plans to agencies, which will provide a new and exciting way for travellers and travel agencies to connect and collaborate. The platform will allow travel agencies to bid on tour plans created by travellers based on their interests, preferences, and budgets. This social auction model will enable travel agencies to offer customized packages to their clients at competitive prices, while travellers can benefit from a wider range of options and better prices.

Index Terms – Social media platform, tourists, agencies, travel plans, user interests, activities, personalized travel recommendations.

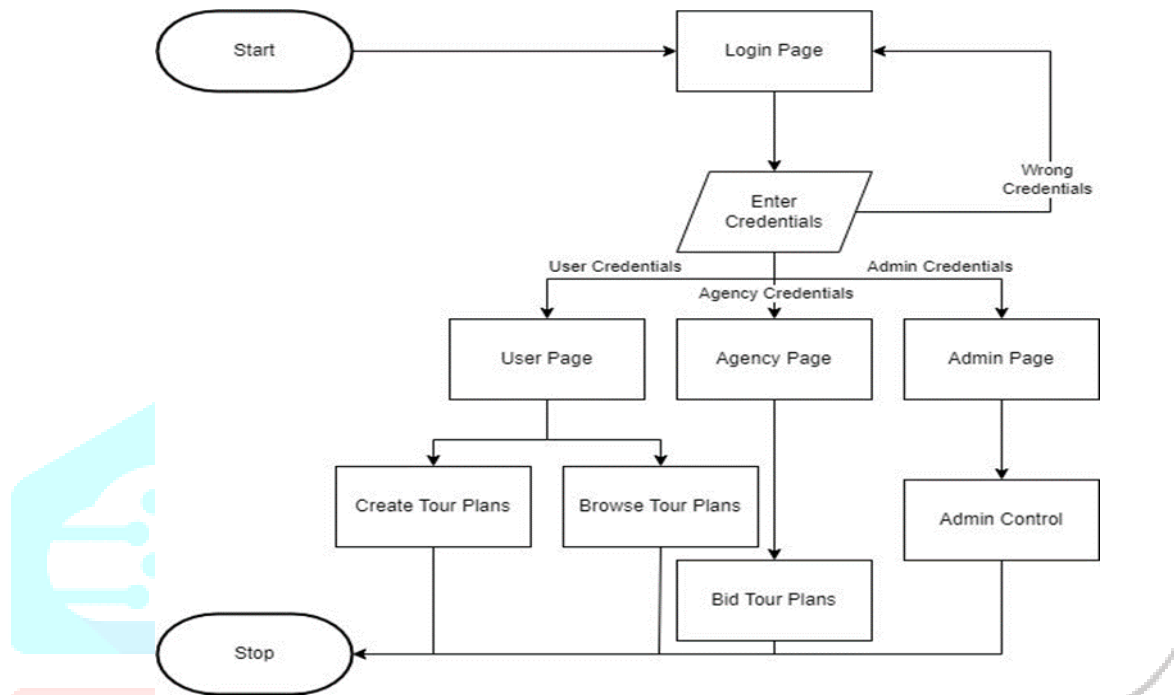
I. INTRODUCTION

The tourism industry is constantly evolving, and there is an increasing demand for personalized travel experiences. With the rise of social media and technology, travellers have more options to discover and plan their trips. At the same time, travel agencies are seeking innovative ways to offer unique and customized packages to their clients. This project proposes a social platform for auctioning in-demand tour plans to agencies, which will provide a new and exciting way for travellers and travel agencies to connect and collaborate. The platform will allow travel agencies to bid on tour plans created by travellers based on their interests, preferences, and budgets. This social auction model will enable travel agencies to offer customized packages to their clients at competitive prices, while travellers can benefit from a wider range of options and better prices. The social platform will also incorporate social networking features, such as user profiles, reviews, ratings, and recommendations, to create a vibrant and interactive community of travellers and travel agencies. The platform will be designed to be user-friendly and accessible to a diverse range of users, including those with limited travel experience. The objectives of this project are to design, develop, and evaluate a social platform for auctioning in-demand tour plans to agencies, with the aim of enhancing the travel experience for both travellers and travel agencies. The scope of the project includes researching and identifying the key features and functionality of the platform, developing and testing the platform prototype, and assessing its usability, effectiveness, and user satisfaction.

The outcomes of this project are expected to contribute to the advancement of the tourism industry by providing a novel and effective way for travellers and travel agencies to collaborate and create customized travel packages.

II. METHODOLOGY

The development of the social platform for auctioning in-demand tour plans to agencies involved a combination of software development and project management methodologies. The development process followed an iterative approach, with frequent feedback from users and stakeholders to ensure that the platform met their requirements and expectations. The software development process followed the agile methodology, which emphasizes flexibility, collaboration, and customer satisfaction. The project was divided into several sprints, with each sprint focused on delivering a specific set of features and functionalities. The team consisted of a project manager, a UI/UX designer, and two developers. The project manager was responsible for coordinating the team, managing the project timeline, and communicating with stakeholders. The UI/UX designer was responsible for creating the user interface and experience, while the developers were responsible for coding and implementing the platform's features.



III. LITERATURE REVIEW

The tourism industry has been greatly impacted by the use of social media. A literature review discusses the ways in which social media has transformed the way destinations and tourism businesses interact with travellers, share content, and promote themselves. This has led to increased destination visibility, enhanced traveller engagement, and changed traveller behaviour. While social media presents opportunities for growth, it also presents challenges in terms of competition and reputation management.

Travel websites have become increasingly influential in travellers' travel planning. A study in Turkey compared different trip planners based on their planning functionalities. The objective was to determine whether they offer functionalities such as personalized trip itineraries, real-time information about destinations, and communication between travellers and local businesses.

Mobile applications have also had a significant impact on the tourism industry. They offer a more personalized travel experience, provide real-time information about destinations, and facilitate communication between travellers and local businesses. These benefits have led to changes in on-site travel behavior.

Travellers have diverse motivations and styles that influence the activities they engage in during their travels. Cohen identified five distinct styles and motivations: diversionary, experiential, experimental, existential, and recreational. The preferences of potential tourists in utilizing travel agencies and travel application techniques depend on their unique motivations and styles.

The primary purpose of trip planners is to assist tourists in creating personalized trip itineraries. These planners typically offer various planning functionalities to cater to different needs. In a study, a list of planning functionalities was presented, along with a comparison of existing tour scheduling approaches. Additionally, based on our own field studies, we have identified additional planning functionalities that we believe are relevant for this survey. These functionalities are categorized based on common features. The objective is to compare different trip planners based on whether they offer these functionalities.

IV. EXISTING SYSTEM

There are many existing tourism apps available, each with its own unique features and benefits. Here are some popular examples:

1. **TripAdvisor:** This app is one of the most well-known and widely used tourism apps. It provides user-generated reviews and ratings of hotels, restaurants, and attractions around the world, allowing users to make informed decisions about where to go and what to do. The app also offers a booking feature for hotels and restaurants, and it provides personalized travel recommendations based on user preferences.
2. **Airbnb:** This app allows users to search for and book unique accommodations, such as private homes, apartments, or villas, for their travels. The app also offers experiences and activities hosted by local guides, providing users with a more authentic travel experience.
3. **Google Maps:** This app is a popular navigation tool that provides users with turn-by-turn directions, real-time traffic updates, and public transit information. It also offers user reviews and photos of destinations, as well as recommendations for nearby restaurants, attractions, and activities.
4. **Sygy Travel:** This app allows users to plan and organize their trips by creating custom itineraries and adding destinations, activities, and reservations. The app also provides recommendations for attractions and activities based on user interests, as well as offline maps and city guides.
5. **Rome2rio:** This app is a travel search engine that helps users find the best transportation options for their trips, including flights, trains, buses, and car rentals. The app also provides estimated travel times and prices, as well as recommendations for nearby attractions and accommodations.

Overall, these tourism apps aim to provide users with a more convenient, personalized, and enjoyable travel experience by providing them with useful information, recommendations, and tools to plan and book their trips.

V. PROPOSED SYSTEM

The proposed system for a social platform for auctioning tour plans with interested tourists to agencies would involve creating a centralized platform that connects tourists with travel agencies in a more efficient and cost-effective way. The platform would be designed to provide a user-friendly interface that allows tourists to upload their travel plans as posts, which would be displayed based on their interests and activities. The platform would also integrate the ChatGPT API to provide personalized travel recommendations to users based on their preferences and travel history.

The platform would showcase trending tour posts to tourist agencies, allowing them to connect with interested users and provide tour packages at nominal prices. Agencies would be able to bid on tour plans and compete with each other to offer the best deals to users. The platform would facilitate the auctioning process, ensuring that users receive fair prices and quality service.

Additionally, the platform would include a review system where users can rate and review their travel experiences and the services provided by agencies. This would help other users to make informed decisions about which agencies to choose and which tours to go on.

Overall, the proposed system would enhance the tourism experience by providing a more convenient, efficient, and cost-effective way for tourists to connect with travel agencies and discover new travel plans. The platform would help to increase transparency and competition in the tourism industry, ultimately resulting in better services and experiences for tourists.

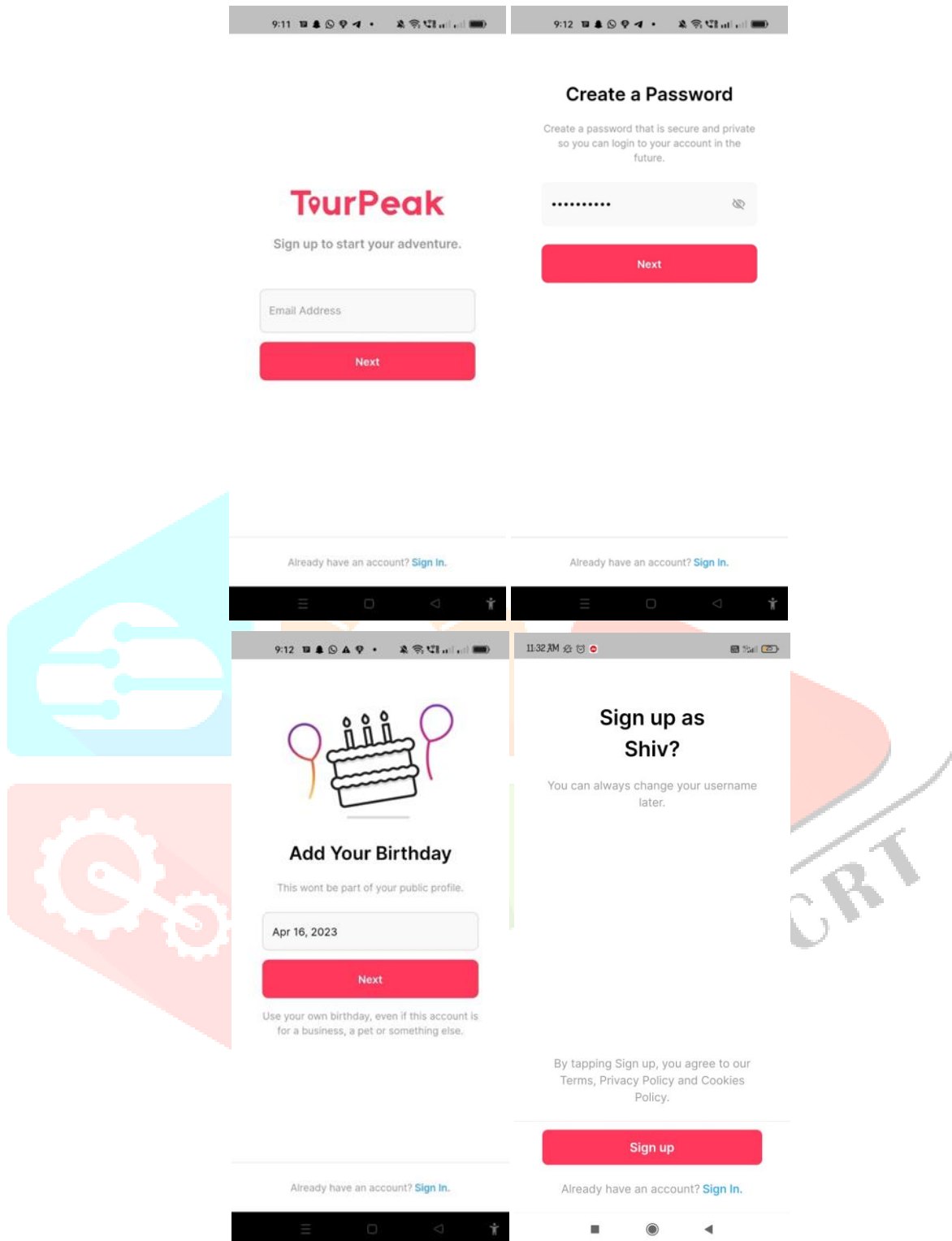
VI. FUTURE SCOPE

The proposed social platform for auctioning tour plans with interested tourists to agencies has a lot of potential for future development and growth. Here are some possible future scopes for the platform:

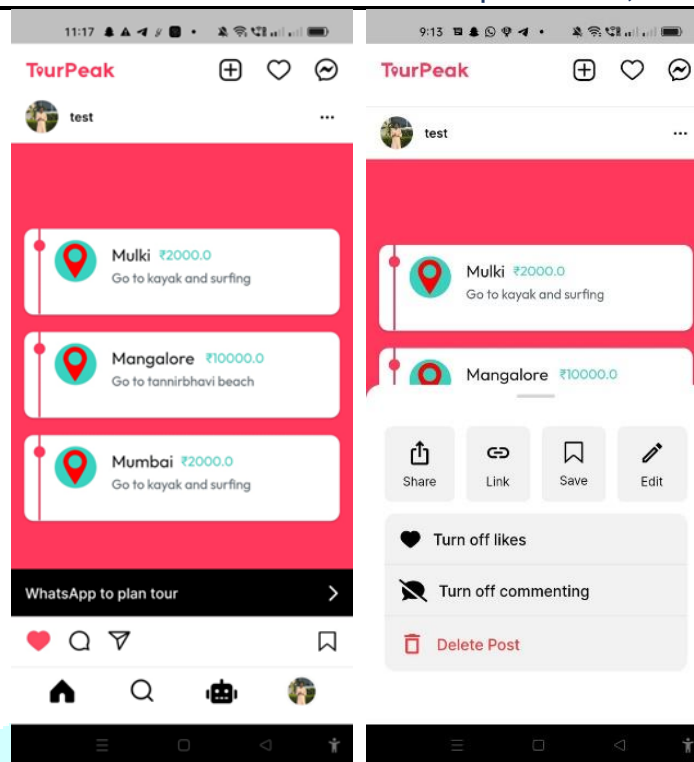
1. **Integration with Virtual and Augmented Reality:** With the increasing popularity of virtual and augmented reality technologies, the platform could incorporate these technologies to offer users a more immersive travel experience. For example, users could preview their travel plans in a virtual environment before making a final decision.
2. **Artificial Intelligence-based Recommendation System:** The platform could leverage artificial intelligence algorithms to offer more personalized travel recommendations to users. By analyzing user data such as past travel history, interests, and preferences, the platform could provide customized recommendations for destinations, accommodations, and activities.
3. **Social Media Integration:** The platform could integrate with popular social media platforms to allow users to share their travel plans with their friends and family. This would help to generate more exposure for the platform and increase user engagement.
4. **Collaboration with Travel Bloggers and Influencers:** The platform could collaborate with popular travel bloggers and influencers to create curated travel packages and itineraries. This would help to attract more users to the platform and increase its reach.
5. **Expansion to International Markets:** Initially, the platform could focus on a specific geographic region, but as it grows, it could expand to international markets. This would help to connect tourists with travel agencies from all over the world, providing them with more travel options and opportunities.

VII.RESULTS AND DISCUSSION

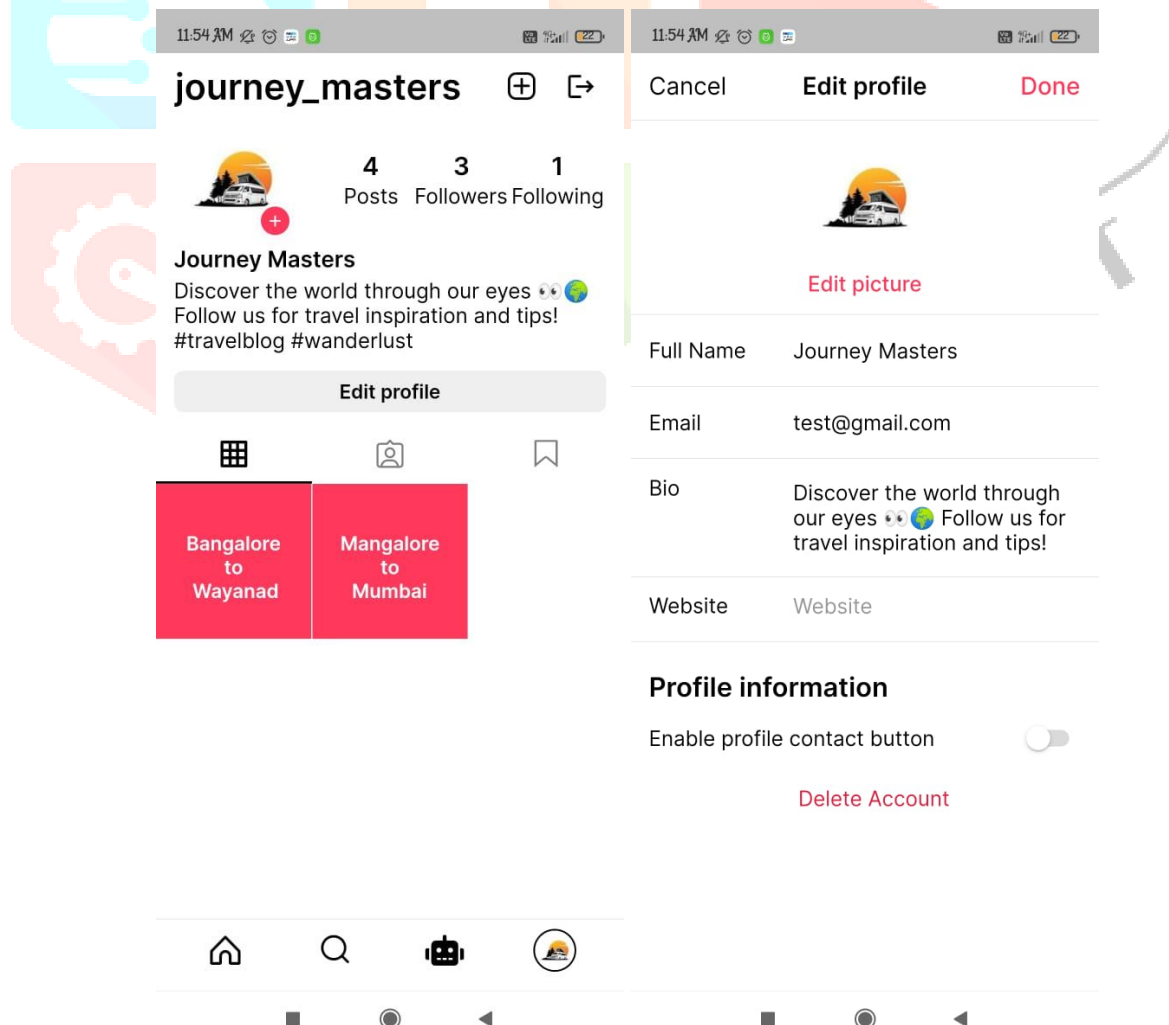
The current chapter deals with the analysis of results of the proposed framework. In this section we'll show the different screens according to our implementation of the project.



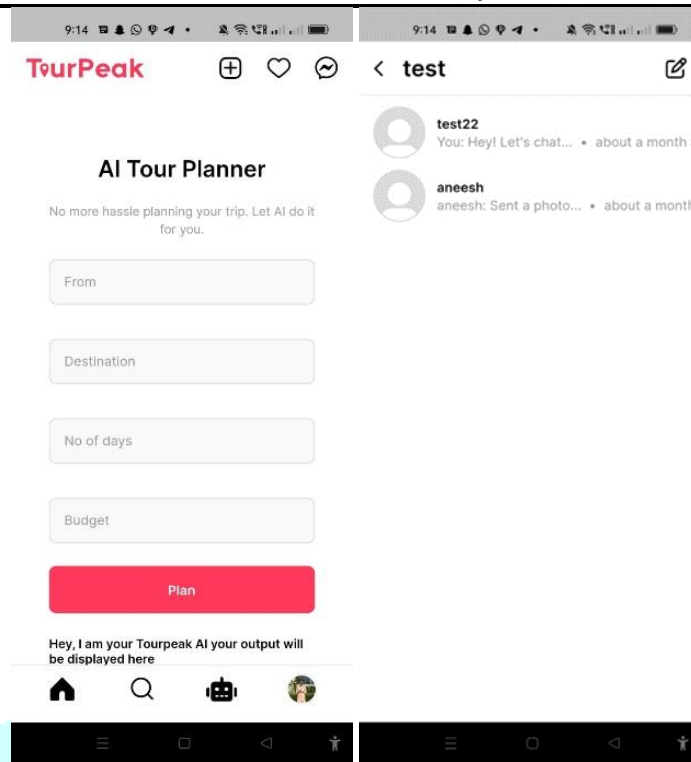
The screen to the left is the initial landing screen of the project i.e. the first detail of the registration screen. This screen is used to register to the portal using their email address, upon clicking next after entering their email address the user will be prompted to enter his name. Also we have a Sign In option which redirects to the login page, in case the user has already created an account. This screen shows the password field that the user needs to enter upon entering a valid user name in the previous screen, this password can then be used for logging in to the portal, finally after entering the password, user will then be redirected to the penultimate field of the registration process which is Add your birthday screen. This screen represents the Add Birthday screen which is the penultimate step of the registration process, in this the user needs to select his birthday using the date picker. After this the user can enter the display name or user name to complete the registration process, the design is similar to the Name Screen of the registration process. This screen represents the final confirmation page upon successfully entering the details for the registration process, upon clicking sign up the user will be redirected to the home feed screen.



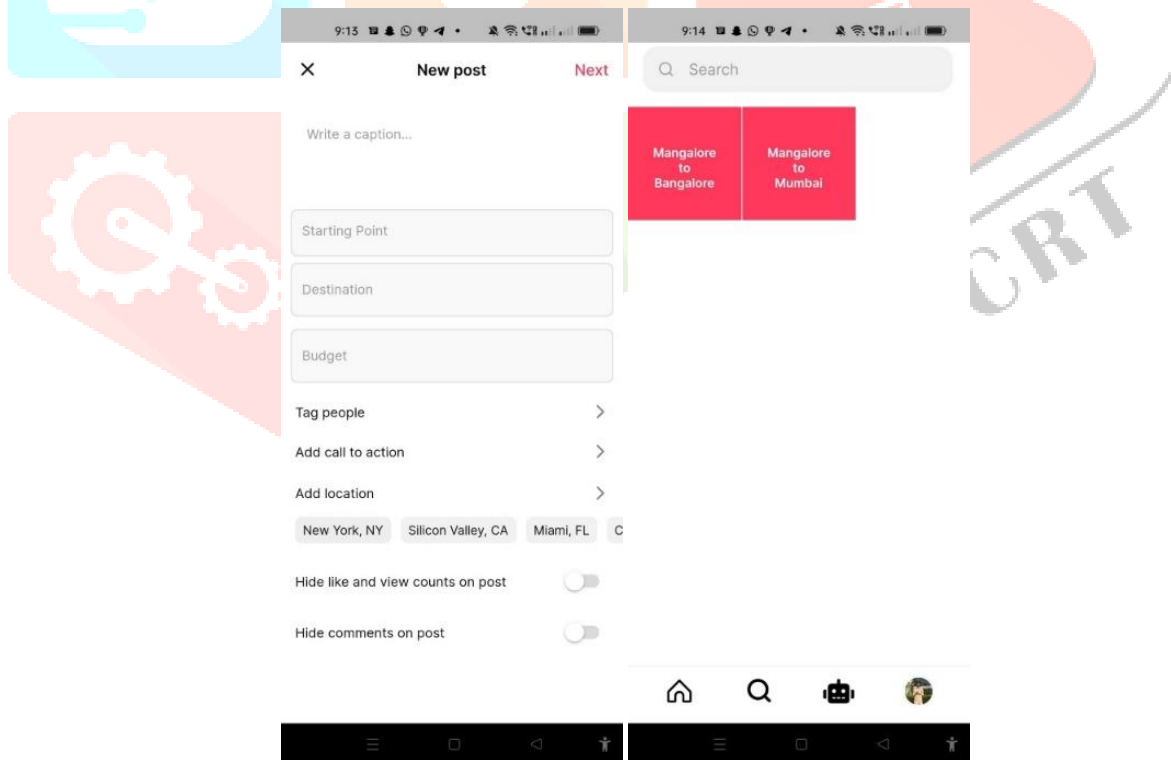
First screen represents the home feed screen which is the first screen user is taken to upon logging in, here they can see a personalized feed of posts from users they follow. They can also scroll through the feed, like, comment, and share posts, and also post their own content. This screen shows Post Options screen where users can share, save and edit post. It also contains other options that allow them to delete and turn off commenting for the post.



The first screen displays the user's profile information, including their profile picture, username, bio, and the number of followers and following. Users can edit their profile, view their own posts, and see posts they have been tagged in. The 2nd screen shows the Edit Profile screen of the project, here the users can customize their app settings, such as privacy settings, account preferences and other details related to their profile information.



The 1st screen shows the AI Planner view which uses ChatGPT for the MVP product to get a general framework for a tour plan which can then be customized as per user needs. Here, the users can plan their tours by entering destination, no of days and budget. The 2nd screen shows the messages screen where users can send and receive private messages with other users on this screen. They can have one-on-one conversations, create group chats, send images or videos, and manage their messages.



This screen allows users to search for other tour plans, users, hashtags, or content. They can discover new users to follow, explore popular hashtags, and view search results based on their queries. This screen shows the New Post screen which allows users to create and share posts, images, or videos. Users can add captions, tags, and location information to their posts before sharing them with their followers.

VIII. CONCLUSION

Our platform serves as a comprehensive solution for tourists and agencies to connect and discover travel plans. By leveraging the power of social media, we enable users to create and share their travel plans, and provide personalized travel recommendations through our ChatGPT API. The platform also facilitates communication between users and tourist

agencies as well as between users, allowing agencies to connect with interested users and provide them with tailored tour packages. The trending tour posts feature enables agencies to identify popular travel plans and engage with potential customers. The platform aims to enhance the travel experience for users while providing opportunities for tourist agencies to expand their customer base.

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