



TRAVEL WITH US MOBILE APPLICATION

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ABSTRACT:

Based on its advanced computing capabilities and ubiquity, the smartphone has rapidly been adopted as a tourism travel tool. The Indian travel and tourism sector contributed nearly \$194 billion, around 6.8% of GDP, during civil year 2019. Not only in India in every country tourism industry is growing day by day. The novel coronavirus COVID-19 shook the economies round the world by disrupting people's lives in unimaginable ways. Simultaneously, while the ongoing battle against the virus continues, the societies & industries are looking to rebuild and re-emerge from this crisis. Among others, the travel, tourism and hospitality sector are probably the worst suffering from the pandemic outbreak's impact. And, it'll be possibly a posh and lengthy road before recovery for the travel industry. Technology will be a crucial component to restore confidence and enable a new era of safe, seamless, and touch less travel in a post-COVID-19 world. In the past, we've experienced that the impact of digital transformation is clear altogether industries and sectors, and therefore the tourism industry is not any exception where technology has disrupted the old order of things and completely reinvented the ways to explore traveling. As part of the current change wave, we could witness automation with technologies taking the front seat as part of the

optimization process. Travel agencies and physical bookings are now almost outdated and can have a special outlook going forward. So much that a survey by marketer shows that travel based mobile apps are the 7th most downloaded category which 60% of smartphone users prefer travel apps for planning their leisure tours. This research paper explains the evolution of tourism industry and applications based on tourism and what is the impact of corona virus on tourism industry. What features and problems are associated with tourist applications? And how our application is going to fill these research gaps.

Keywords: Mobile application, tourism industry, corona virus, smart phones.

1. INTRODUCTION:

The development of mobile applications has been on the increase for quite half a decade, ever since the primary appearance of the very first app store in July 2008 (Apple, 2008). While overall the mobile evolution has contributed to enhancing the travel factor at large, only little is known about how it's affected the on the go travel experience. This lack of intelligence is critical because gaining deeper knowledge within the field of how travellers are using travel-related applications during their trip could provide meaningful insights to fill untapped opportunities for tourism companies and solve

problems of travellers having insufficient access to resources enhancing their travel experience on the go. In order to address this problem, we aim to uncover unfulfilled needs of travellers during their journey. Many applications are available for mobile devices and should be categorized by its purpose as entertainment, social web access, wealth and matches information, education and communications. Some of them are developed to provide information about a city or region, like business centres, parks, restaurants and historic places. These applications are starting a replacement use of mobile devices, we call m-Traveling.

M-Traveling are often defined because the use of applications developed to mobile devices to aim an individual or a gaggle of person during a tour in some place.

Considering the scope of applications developed to provide information to the travellers and by observing the main features and problems? We came with the new ideas to fulfil the needs of travellers.

2. LITERATURE REVIEW:

“Tourism comprises the activities of persons travelling to and staying in places outside their usual environment for fewer than one consecutive year for leisure, business and other purposes not related to the exercise of an activity remunerated from within the place visited” (WTO, 1992: subsequently ratified by UN Statistical Commission in 1994) (Middleton et al, 2009).

Travel and tourism doesn't necessarily involve travelling abroad, it takes place also within people's own country, on visits to attractions, trips to business meeting, sport events or concerts, city breaks, and Visiting Friends and Relatives (Rowe et al., 2002).

According to Sharpley (2006), definitions of travel and tourism are concerned with who is or isn't a tourist instead than what a travel and tourism is. They classify the tourist consistent with various

criteria, for instance purpose of trip, distance travelled, length of stay, and are wont to distinguish tourism from other sorts of travel for statistical or measurement purposes. A tourist may be a one that goes to a different place for personal interest of who is shipped there by a corporation, but isn't employed at this place.

Tourism may be a broad activity, tourists aren't only people on holiday, but could also be on business, religious tourist or pilgrims and students studying abroad (ibid). Business tourists may attend this place for a workshop, a conference or further education, while private tourists may go there for adventure, recreation, education, pilgrimage or other purposes (Uherek, 2006).

Tourism involves a change of location and, sometimes, a change from the routine or the standard. There are tons of purposes and activities measured as “tourism” (ibid).

It is misleading to explain travel and tourism as an industry because there are not any clear inputs, methods of production, and chains of supply or outputs (Sharpley, 2006). But it's important to understand that a lot of sectors are industries in their title and a few tourism products and services like insurance and guide books are provided by businesses that aren't travel and tourism organizations (ibid).

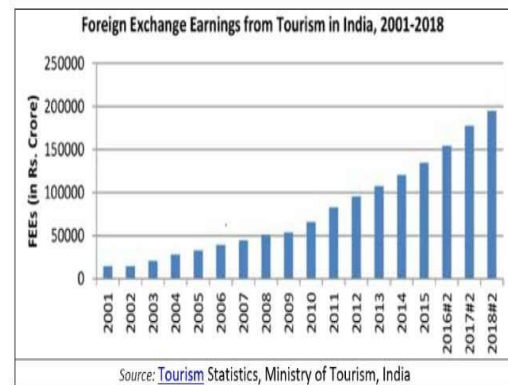
According to Beaver (2005) “tourism is that the temporary short-term movement of individuals to destinations outside the places where they normally live and work and their activities during their occupy these destinations, it includes movement for all purposes, also as day visits or excursions”.

There is a drag with the definition of tourist and tourism, the rationale is because that these terms have different meanings to different people, and no

universal definition has yet adopted. For Webster's New University Dictionary tourism is defined as "travelling for pleasure; the business of providing tours and services for tourists", and a tourist as "one who travels for pleasure". It is important to possess a singular and standard definition because travel research requires it so as to determine parameters for research content and to try to a measurement of tourism as an economic activity or its impact on the local, state, national or world economy (Singh, 2008).

The biggest victim of the Covid-19 pandemic has been the travel and tourism industry that contributes 10.3% of worldwide GDP. The industry provides 330 million jobs that is 10% of all jobs in 2019. The sector experienced 3.5% growth last year, outpacing the worldwide economic process (2.5%) for nine consecutive years. India witnessed phenomenal growth altogether key indicators — domestic and foreign tourist arrivals, outbound travel, exchange earnings, employment generation and total tourism receipts. The foreign tourist arrivals increased nearly four-fold from 2.54 million in 2001 to 10.56 million in 2018. Correspondingly, exchange earnings grew from \$3.2 billion to \$28.6 billion, a nine-fold increase, during the quantity.

The growth in domestic tourism has been more impressive. Domestic tourism remained robust of these years, expanding from 236.47 million tourists in 2001 to 1855 million in 2018, a rise of seven .8 times. The SARS outbreak in 2002-03 and thus the worldwide recession in 2009 affected foreign tourist arrivals, but increase within the amount of domestic tourists quite made up for this shortfall. In some ways, domestic tourism segment forms the backbone of Indian tourism industry and constitutes nearly three fourths of the whole tourism revenues.



As an industry, tourism is central to India's development schemes. Besides being a major source of exchange earnings, the world accounts for five .2% of the country's GDP and 12.38% of the utilization. Such robust numbers underpin the importance the world to the Indian economy.

2020 challenges for tourism: The challenge posed by the Covid-19 epidemic is unparalleled in some ways. Tourism as an industry is built around mobility and the enabling mechanisms of consumption that are mostly intangible. It is natural that the industry faces a collapse within the face of an epidemic. If the Covid-19 predictions made by international agencies are anything to go by, resumption of mobility to reasonable level will not happen before October 2020. The tourism industry is completely shut down from mid-March. Prolonged shutdown could affect the employment and income prospects of the sector to a great extent, given that MSMEs constitute roughly 85% of all tourism establishments.

The tourism industry accounts for a tenth of global GDP and jobs. According to the estimates of the planet Travel and Tourism Council, the corona virus outbreak will end in the loss of fifty million jobs within the travel and tourism industry. Asia will account for 30 million of the lost jobs. Once the outbreak is contained, it'll take another 10 months for the tourism industry to recover fully, consistent with a report published by the planet Economic Forum. Even though it would be difficult to assess of the

extent of employment losses in India, it should be huge given the MSME character of the sector.

Further, tourism industry feeds huge masses of the poor and weaker sections, less literate and low-skilled. Over 95% of the Indian hospitality industry is dominated by bed & breakfast facilities, guest houses and other small-scale units. It would be safe to assume that a minimum of three-fourths of tourism sector are within the informal sector. The impact of a crisis of this magnitude could crush the industry. The Mobility-driven tourism industry should also worry about the geographies suffering from the new corona virus, of virus spread and its scaling trajectory. The pandemic has ravaged all major tourism corridors of the world, affecting both tourist generating and receiving regions across Western Europe, the US, West Asia, South Asia, China, East Asia, southeast Asia and Australia. The countries in these regions nurture robust domestic tourism markets, which is extremely significant for countries like India and China. Globally, 71.2% of the spending comes from domestic tourists.

3. METHODOLOGY:

Smartphone apps can be categorised by end use application or by technical functionalities. Wang et al. (2011) grouped tourism travel related apps into 12 application categories based on the information services provided, for example, destination guides, Food finder and local transportation. As a first step in analysing how smartphone apps conceptually alter our understanding of tourism travel practice, this paper explores the technical functions embedded in apps. This focus on functionality is adopted in order to understand how the smartphone alters human interactions with other people, places, objects and information. The ubiquity of mobile media changes the traditional understanding of a transport system connecting a relatively static network of fixed physical entities and requires development of new

conceptual understandings. Given the diversity of functions, tourists currently use a combination of different apps for different

Travel purposes. For example, you might use a map app to work out how to reach a Destination, a branded app, such as 'Starbucks UK', to find a favourite café, and share your location with a friend using 'Glympse' (a map tool that briefly reveals your Whereabouts to others) in order to meet up. At a conceptual level these apps reveal real-time spatial relationships and can provide estimates of arrival times to allow journey planning. In another example, you might use a social network tool, such as 'Facebook', to update your status to geographically and temporally dispersed friends, here conceptually 'travelling' to another space-time.

4. FINDINGS AND ANALYSIS:

Overview of current app functions: A primary operate of most tourism apps is data delivery at varied levels of Sophistication. This for the most part replicates different data sources (travel guides, Internet), however, the ubiquitousness provides immediacy to the knowledge. Real-time and place specific updates are particularly valuable to the mobile tourism UN agency will change travel plans consequently. Associate in Nursing analysis study of a mobile commercial enterprise guide, myMytileneCity (Kenteris, Gavalas & Economou, 2009), disclosed that users likeable the method data was tailored to their personal wants and preferences. However, no location capabilities were embedded within the system with users noting its absence and seeking improved digital mapping tools and a lot of personalized itineraries. Users so recognise the upper level capabilities of their smartphones and need more and more spatially and temporally relevant tourist data. With two-way sharing capabilities user knowledge is shared with the app supplier and between users. as an example, in express sharing, folks reveal personal data to businesses in exchange for higher services (see as an example, Buhalis & Law, 2008), in exchange for travel deals (Frommer's Unlimited, 2011) or to share location based mostly knowledge with different users (for example, victimization Facebook). while moral and legal messages warn

users of the capability for his or her devices to be transmission personal knowledge to the net, our curiosity and need to attach to folks, places and things usually encourages United States of America to conform to the terms of conditions of any new app while not reading concerning its implications. Users might so be unaware that they're sharing data with a supplier (implicit sharing). This allows mining of crowd sourced knowledge and may embody data a fewpp use characteristics and conjointly temporal and abstraction knowledge concerning a user's travel.

Typical smartphones embody quite eight sensors providing opportunities for context awareness (Dey, 2001). On the far side the mike and camera that became customary instrumentation on early mobile phones, accelerometers, gyroscopes, GPS, digital compasses and proximity sensors became customary issue with up to date smartphones:

Accelerometers are able to find the magnitude and direction of a tool because it moves. By activity acceleration across single or multiple axis, several smartphones use accelerometers to easily perceive that approach the user is holding up their phone. Sensing tilt and orientation have later been helpful to support game play, sport and photography applications.

1. Gyroscopes are used to find motion movement. Though a similar knowledge perhaps derived from accelerometers, gyroscopes supply smartphones a so much higher exactness reading of the orientation of a phone.
2. GPS, short for international Positioning System, is one in every of many sensors (others embrace WLAN and mobile cell towers) that correlate signals to determine the receiver position in keeping with great circle, latitude and elevation. giving a high-level of accuracy in open areas (around 10m), these sensors ar less correct inside dense urban areas as buildings obscure

access to satellites, and but the technology is apace rising.

3. Digital Compasses were introduced as GPS became normal in smartphones to more aid navigation. Able to sense magnetic fields, the electronic detector tends to be specifically applied to mapping applications to easily enable AN onscreen map to be oriented toward the North.
4. Proximity Sensors are accustomed find once smartphones become near to objects. The foremost common use is once the phone is employed to form a decision. The detector detects once the user moves the phone near to their ear, and therefore the computer code turns down the brightness of the screen and disables bit functions so the owner's ear doesn't press unwanted keys. 'Near-field' communication exploitation radio-frequency identification (RFID) is another example widespread in transport systems to form payments.

5. TECHNOLOGIES USED TO BUID TRAVEL WITH US APPLICATION: **Android studio:**

Android Studio is the official IDE for Android application development, based on IntelliJ IDEA. On top of the capabilities you expect from IntelliJ, Android Studio offers:

- Build variants and multiple apk file generation
- Code templates to help you build common application features
- Rich layout editor with support for drag and drop theme editing
- Lint tools to catch performance, usability, version compatibility, and other problems
- ProGuard and application-signing capabilities
- Built-in support for Google Cloud Platform, making it easy to integrate

- Google Cloud Messaging and Application Engine
- Flexible Gradle-based build system
- And much more

Java programming:

Java is a very powerful general-purpose programming language. It is used to develop mobile and desktop applications, big data processing, embedded systems, etc. According to Oracle, the company that owns Java, Java runs on 3 billion devices worldwide, which makes Java one of the most popular programming languages.

6. How travel with us application and its Features

Work:

once user install and open travel with us application splash screen appears with the logo and user will enter a sign up page.

Sign up page : Sign up page is used to collect and save the information of user. In sign up page user has to provide his information like first name, last name, mobile number, etc. If once user had registered in the application he can sign in directly.

Sign in page: By providing user name, password and otp received on registered mobile number a registered user can access the application.

Main screen: In main screen there will be a search bar using which users can search what they want easily. we also have a menu bar in which user can see rest of the features of application.

Maps:

a)restaurants near me: This feature is used to find restaurants near user current location.

b)hotels near me: This feature is used to find hotels near user current location.

c)current location: User can know his current location.

d)route maps: If user want to travel from one place to another but don't know the route then user can find the route map from his current location or location which he had provided(source location) to the desired location (destination).

e)toilet finder: This feature is used to find public toilets near user current location.

Famous tourist places: A tourist who wants to visit one place he/she must know the famous places of the particular city. Using this feature user can find the famous places of any city.

Trip planning: If a person wants to visit some place but he don't know how to plan then this feature will help him a lot. If a user enters on which date and time he is willing travel this will provide user a perfect trip plan.

Weather forecasting: On an everyday basis, many use weather forecasts to determine what to plan on a given day. Since outdoor activities are severely curtailed by heavy rain, snow and wind chill, forecasts can be used to plan activities around these events, and to plan ahead and survive them. Using this feature user can know the weather conditions at different places.

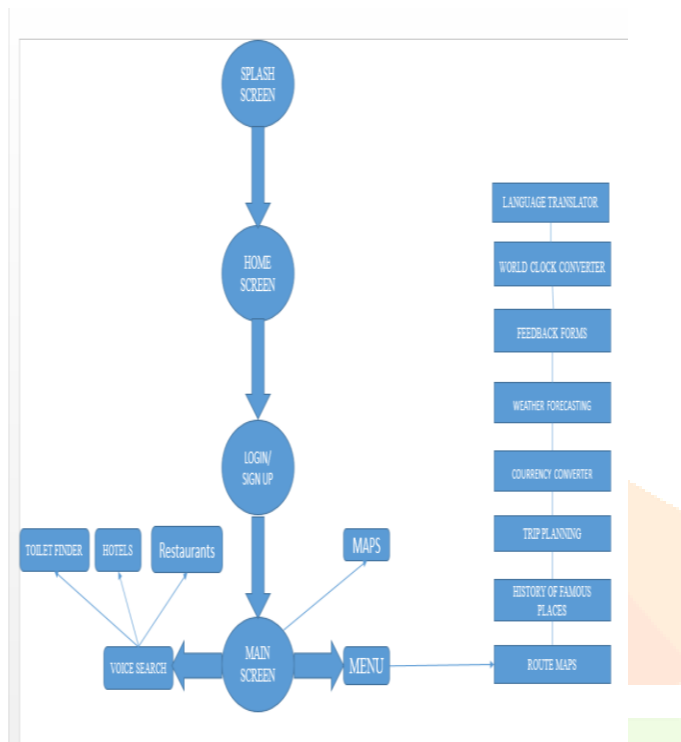
Language translator: For a user it's difficult to know every language. Using language translator user can translate one language to another language easily.

International currency converter: An international currency converter is a tool that allows for the quick conversion using the exchange rate of one currency into any other currency.

- Currency converters typically use the most recent market prices in the foreign exchange market.

- International currency converters are useful to tourists, multi-national businesses, and forex traders.

Feed back: In feedback page user can rate the application and also can write their feedback about the application and their experience.



Flow chart 1

7. CONCLUSION:

The smartphone, and its associated applications, is in the process of revolutionising the tourist negotiation of the travel domain. Technology in this field is rapidly evolving and designers, together with users, are realising new opportunities to mediate travel experiences. Technology innovators have recognised the potential of smartphones within the tourism field (Höpken et al., 2010) and research in the computer science field is well established. On the other hand, research on the role and impact of mobile media in the tourism travel domain, and the transport domain more widely, is in its infancy. Tourism studies has yet to grasp the full implications of the revolution taking place which has significant implications for our understanding of transport systems and will require new transport models to

understand demand. This paper contributes to understanding how evolving mobile technology mediates travel decisions.

Leading visitor attractions and destinations are increasingly adopting smartphone app technology. A review of apps demonstrates a range of functionalities are being employed context of the travel experience from basic systems delivering information via 'light' web sites to more sophisticated awareness tools. Apps have emerged with functions tailored to different elements providing a suite of apps suited to tourism travel. Based on understandings of time enhanced contextual tools, smartphones are evolving society's contemporary and relationships with place and things in significant ways for travel. First, smartphones have enhanced the temporal alignment between people, the things they need, destinations and attractions, and activity options by providing better awareness of opening hours, immediate opportunities and the time required to access resources. To some degree this offers a liberation of tourism from clock-time regimes. Second, smartphones provide tourists with enhanced spatial tools and awareness. The ability to access place related information and to visualise the spatial relativity of tourist facilities, resources and activities leads to knowledge enhancing the tourist pursuit of 'time out' from the temporal constraints of everyday life rich visitors. This temporal and spatial awareness improves travel coordination and there is significant potential for destination based transport management tools. These opportunities are highly individualised and provide the tourist with personal travel planning tools.

8. FUTURE SCOPE:

Day by day the smartphones and mobile applications are increasing drastically. Now a day's smartphones are playing major role in people life.

1. Tourism industry is growing rapidly so applications related to tourism will have more demand in the future.
2. If a tourist hire a tourist guide he/she has to pay money for guide but this application is free of cost.
3. This application is user friendly one can easily understand the features of this application.
4. A person who is planning to go on a business trip or an vacation he/she need not to worry about anything because this application provides the information about everything like food, accommodation, places etc.
5. Modern people with global outlook want to visit places. More than 85% of application searches are related to learning new languages. Thus, apps with international travel features would thrive.

[3]https://www.google.com/search?q=graph+showing+tourism+application+download&sxsrf=ALeKk02MvQtNddJe0UiBF5LhcgxLrmINQ:1618913337996&source=lnms&tbm=isch&sa=X&ved=2ahUKEwj7k7uTyozwAhV24HMBHfWIDKoQ_AUoAXoECAEQAw&biw=1366&bih=657

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