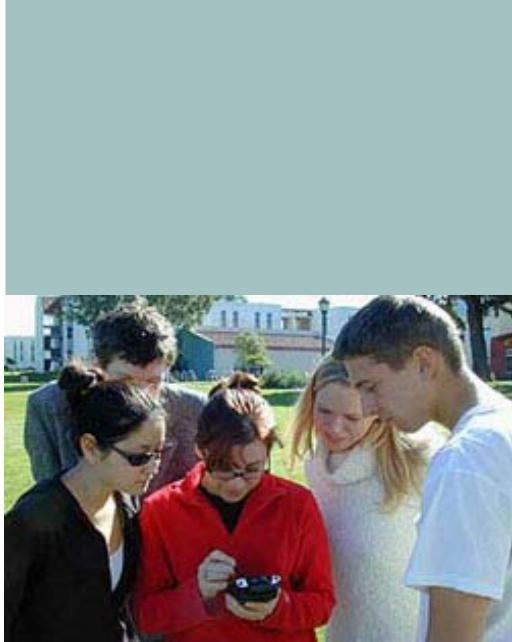


Miniaturised Geographic Information System for Tourism



Research Areas

Context Awareness in Mobile Computing

Encouraging use of IT in remote areas and small communities

Human-Computer Interaction (HCI) with Pervasive Devices

Mobile Spatial Interaction - interaction of humans with their surrounding built or natural environment

Tourism support through IT

Mobile and Pervasive Gaming

Pervasive Network Infrastructures (wireless sensor networks, Piconets, Personal Area Networks)

Technologies and infrastructures for Mobile Information Access

Project Concept

The basic idea of our project is to provide Tourist Information through mobile phones. The application allows the user to see an overview map of area they are visiting, the user can then select a zoomed in view of the locale and then is able to browse through the various attractions in that area. At this level of the application the user can select individual tourist attractions to get more detailed information. This information can be as simple as name, address and contact information or it can be even more complex and provide information specific to the type of attraction.

The user downloads the application (and updated tourist information) to his mobile phone by synching it wirelessly with Bluetooth enabled access points located at key locations in the area. The only piece of hardware the tourist would need is a mobile phone with Bluetooth/Infra Red or they could even download the application to their phone before they visit.

This project is designed to meet the needs of small communities to provide tourist information on the move. Traditionally when a tourist visits an area holiday he has to access tourist information by researching the area on the internet (through websites such as Angus Glen or Scottish Tourist Board), by visiting fixed locations such as tourist information centres and asking locals or other tourist. These traditional ways of disseminating tourist information have various advantages and disadvantages; we will focus on the disadvantages and make suggestion on how our project could possibly nullify them.

A major disadvantage of traditional forms of tourist information is that it often comes in bulky maps, leaflets, or guide books. Maps are especially cumbersome when folded out, our project solves this problem by having all the information you need on your mobile phone which often or not can fit in your pocket.

Another a problem with traditional tourist information is that it quickly go out of date, this is the case with printed information such as leaflets and guidebooks which can be out of date the day after printing. Our application will be easily updated which allows business to provide the latest offers to tourist which will hopefully bring in more revenue.

Staff

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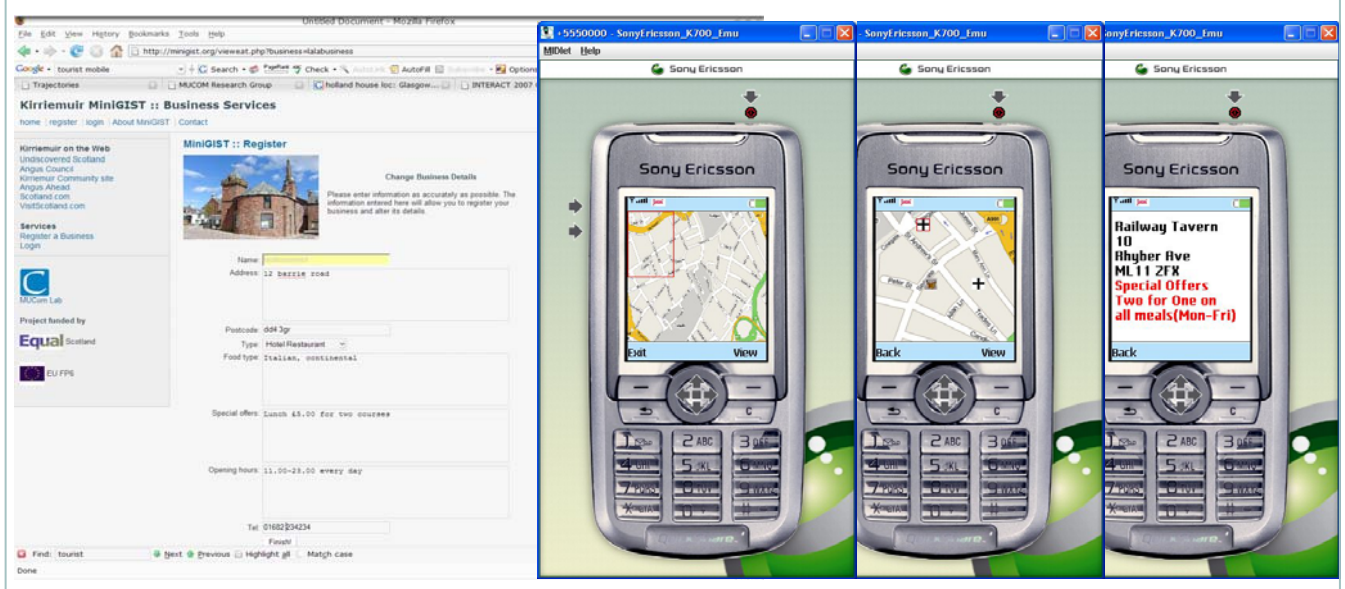
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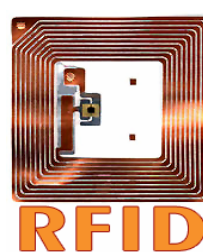
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