DIGITAL SIGHT BOOK

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ABSTRACT
Goa is a major tourist destination which pulls thousands of tourists every year. Goa is known for its beautiful beaches and hospitality. There are a number of monuments and landmarks depicting the cultural, history and development of Goa. Due to high inflow of domestic as well as international tourists, the manpower required to guide the tourist on these landmark is not sufficient and sometimes lack in the information that need to be given and highlighted to the tourist. Hence we propose the problem of developing a mobile application which renders information about the monument or landmark just by taking their live pictures as inputs. In other word, the application should allow the user to click a photograph and based on the picture it should display information about the monument/landmark. The application should also notify the user about such monuments/landmarks in the vicinity. The app should also allow the user to give their inputs about the object and also add to knowledge creation about the monuments/landmark. The app should also be able to keep statics about the number of users referring to the monument/landmark along with details of the users.
Keywords:

INTRODUCTION
This Mobile Application "DIGITAL SIGHT BOOK", aims to help the tourist to knowmoreinformationaboutthevisitedplace.Tourismsoneoftheimportantandfastestgrowingindustries.To guide tourist, there are various types of tourist guide techniques available such as paper based tour guide, various tourism websites and mobile applications etc. Paper based tour guide system presents static photo copied images with limited information, so they have limitations of intelligent representation and precise navigation and it is traditional one. The problem with websites is that they increases users memory load [1]. There are some mobile applications available for mobile tour based guide framework, It is as yet difficult that the system should recognize vast number of target images continuously with low computing power. To overcome from these problems the smart tour guide applicationwasproposed.
Theapplicationconsistsofmobiletourguidesystemwithaugmentedinformation.Theapplicationwillhelpthetouristtofindtheinformationabouttherequiredplacesandit will also provide the augmented view so that the interaction between the tourist and the place will be easy.
The objective of this mobile application is to help and motivate tourists to visit different exciting tourist places in Tamil Nadu. Tourist can easily understand where the place is, how the place is and he can visit that place whenever he wants. The objective of our framework is to give make a tour data to tourist at whatever time and anyplace in the event that they utilizes this application. Framework give tourists to have more in-formative and also interactive experiences by recovering virtual data cultural heritage image. Our mobile application provides guided tour utilizing location aware Augmented Reality technology. Augmented Reality (AR) [2] is a technology which allows computer generated virtual imagery to exactly overlay physical objects in real time. AR creates the illusion that virtual, computer-generated objects exist in the real world, going beyond the static graphics technology where the graphics imposed do not change with the perspective. Development of the needed technology for AR systems, however, is still underway within the research community. This also eliminates the context switching between the realandvirtualdomains.Themobileapplicationisdesignedto operate

in“Cameraview”.Thecameraviewtakesadvantageofthebuiltincameraofthemobiledevice.Itscansthetouristplaceimagesandconveythe information and history by voice over and how the place is in the video format using AR. The platform has an application programming interface that allows developers to contribute with different layers. Hundreds of new data layers are available to view on top of the camera viewer of the mobile device [3].

LITERATURE SURVEY

Android Mobile BasedTour Guide System using Augmented Reality

The application mainly represents mobile tour guide system with augmented reality. Tourismstravelforpleasure,alsothebusinessprocessofentertainingtourists,attractingandaccommodating andthebusinessofoperatingtours. Augmentedrealityisnothingbutdirectorindirectview of the physical environment whose element is changed by computer generated sensory input. Toguide tourist with respect to visit, there exist numerous applications. All of them are paper-based andMobile based having restrictions of interactive visualization and accurate navigations. By consideringrestrictions of above applications, this system application provides a portable tour guide applicationwith increased the augmented information, called Tour Guide System. The system provides visitors tohavemoreintelligent,instructiveandclientspecificexperienceswithexpandedrealitybyperceivingorfollowingthecontentsofavisitbooklet.TheGPSfunctionalityisalsoavailableforthetouristtosearchtouristplaces. ThisPaperdescribesthefeaturesandrelatedworkondifferentandroidapplicationsbasedonaugmentedrealit y [4].

Mobile application for guiding tourist activities: Tourist assistant

The paper presents category classification of mobile travel applications accessible at the moment for tourists in application stores for most popular mobile operation systems (Android and iOS). The most interesting category is "Travel Guides" that combines" Information Resources" and" Location-Based Services" category. Authors propose application "Tourist assistant - TAIS" [5] that isrelated to "Travel Guides" category and recommends the tourist attractions around. Information aboutattractionsisextractedfromdifferentinternetsources [6].

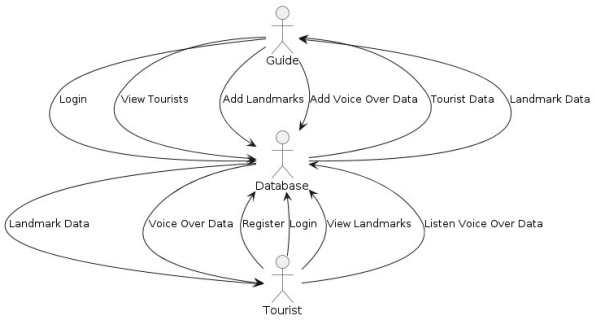
PROBLEM STATEMENT

Due to high in flow of domestic as well as international tourists, the man power required to guide the tourist on these landmark is not sufficient and sometimes lack in the information that need to be given and highlighted to the tourist [5].

PROPOSED SYSTEM

We propose an application that provides the information about the landmarks without interaction of guide. In this application the tourist can directly search landmarks which they want, and then they can get the information about what they have searched without interaction of guide [7].

SYSTEM ARCHITECTUREs



1. IMPLEMENTATION

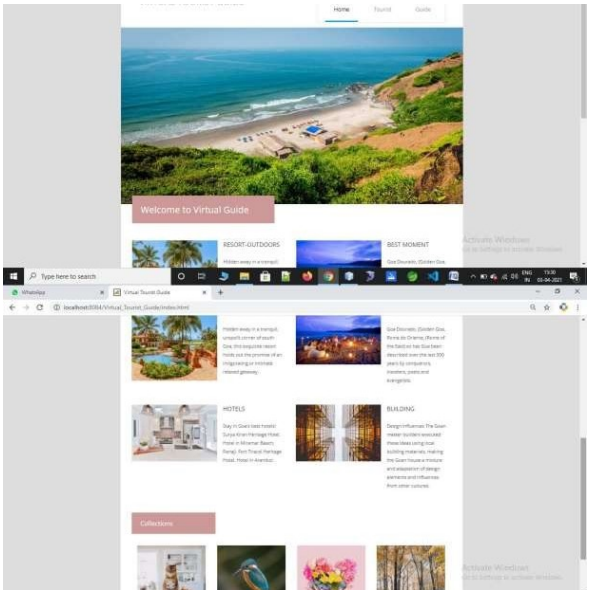
6.1 Guide

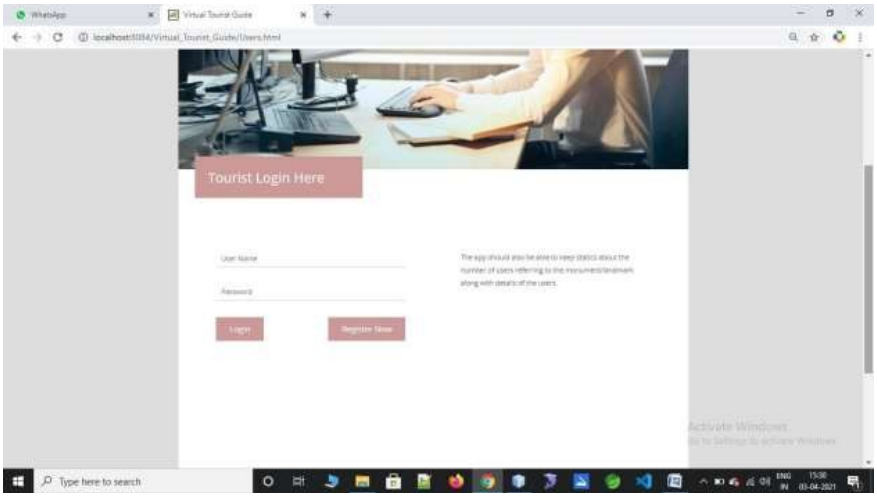
In this application the guide is the main module, here guide can directly login with the application needto register with ourapplicationafterguidesuccess fulloginadmincanperformsome operationssuchas view. AllTourists,AddLandmarks, viewLandMarks, touristHistoryandlogout

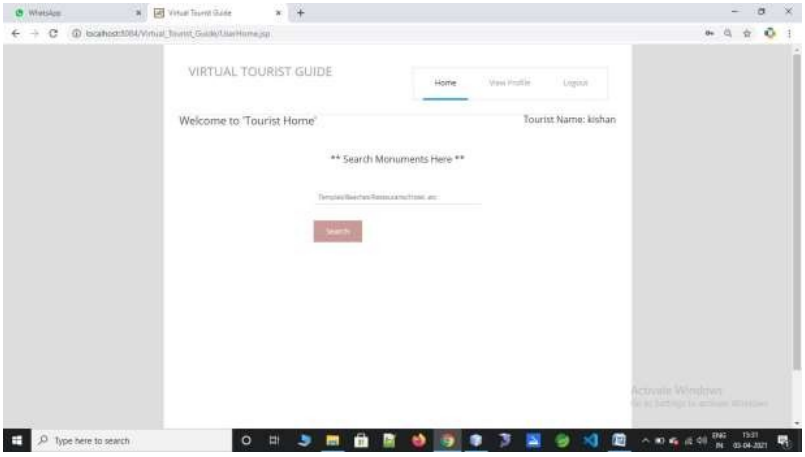
6.2 Tourist

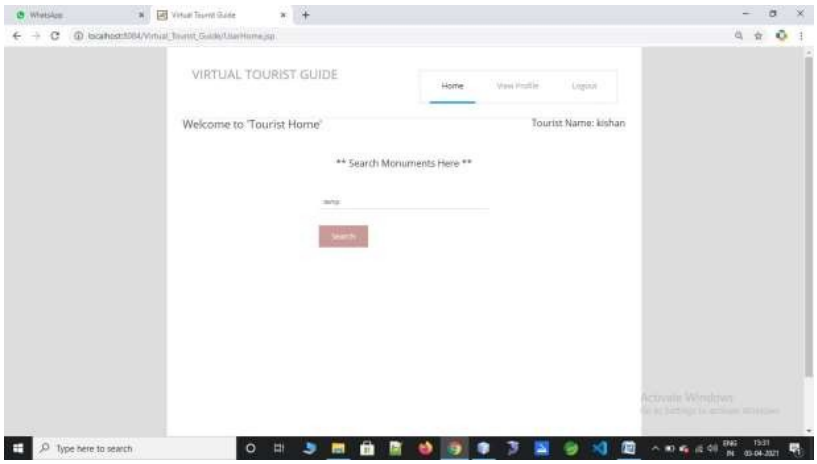
In this application tourist is another module here tourist should register with the applicationthen only tourist can login with the application. After tourist successful login he/her can perform someoperationssuchasviewProfile,searchLandmarksforgettinginformationwithoutguideandthenlogout

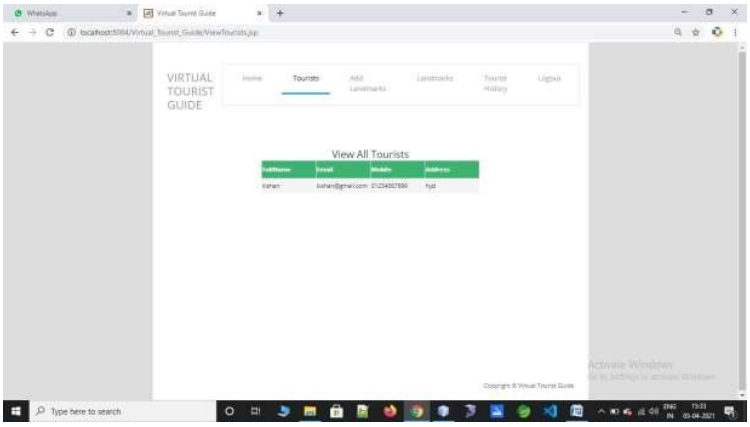
7 OUTPUT EXPERIMENT











8. CONCLUSION

Thisapplicationhastobeguidedthetouristsinthethreephases:beforethetrip,duringthe trip, and after the trip. This work present the tour guide framework application usingexpanded reality such as augmented reality in mobile based environment to guide tourist fortheir tours. This system is capable to handling limitations of the current Computer Visiontechniques that prevent the implementation of mature Augmented Reality applications. Tillnow visitor has to use different methodologies for their desired searches but our applicationconsistof all featureon their fingertip.

9. FUTURE SCOPE

The future scope of the project includes implementing features such as a user feedback and rating system for guides and landmarks, advanced search and filter options for tourists and guides, integration with navigation services for real-time guidance, multilingual support for a wider user base, social media integration for sharing experiences, virtual reality tours for remote exploration, monetization options like premium memberships and partnerships, data analytics for personalized recommendations, community forums and events for user interaction, and accessibility features to ensure inclusivity. These enhancements aim to enrich the user experience, increase engagement, and provide valuable insights for continuous improvement and growth of the platform.

10. REFERENCES

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