

1. Record Nr.	UNINA9910831015903321
Autore	Kontogianni Aristeia
Titolo	Smart Tourism-The Impact of Artificial Intelligence and Blockchain
Pubbl/distr/stampa	Cham : , : Springer International Publishing AG, , 2024 ©2024
ISBN	3-031-50883-1
Edizione	[1st ed.]
Descrizione fisica	1 online resource (192 pages)
Collana	Intelligent Systems Reference Library ; ; v.249
Altri autori (Persone)	AlepisEfthimios VirvouMaria PatsakisConstantinos
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Foreword -- References -- Preface -- Contents -- Acronyms -- List of Figures -- List of Tables -- 1 Introduction -- 1.1 Research Objectives -- 1.2 Book Structure -- References -- 2 Conceptualizing Smart Tourism -- 2.1 Introduction -- 2.2 Methodology and Research Approach -- 2.3 Key Concepts and Approaches -- 2.3.1 Theoretical Contribution and Literature Review -- 2.3.2 Context Awareness -- 2.3.3 Cultural Heritage -- 2.3.4 Recommender Systems -- 2.3.5 Social Media -- 2.3.6 Internet of Things -- 2.3.7 User Experience -- 2.3.8 Real Time -- 2.3.9 User Modelling -- 2.3.10 Augmented Reality -- 2.3.11 Artificial Intelligence -- 2.3.12 Big Data -- 2.3.13 Cyber Tourism -- 2.3.14 Privacy and Data Protection -- 2.3.15 Blockchain -- References -- 3 Mobile Applications in Smart Tourism and Smart Cities Based on Crowdsourcing -- 3.1 Smart Cities -- 3.2 Crowdsourcing: State of the Art -- 3.3 Implementing Crowdsourcing in the Context of Smart Cities -- 3.3.1 Mobile Crowdsourcing Application for Data Sharing -- 3.3.2 Mobile Crowdsourcing Application for Signal Measuring -- 3.4 Smartphone Crowdsourcing and Data Sharing Towards ... -- 3.4.1 Problem Setting and Inspiration -- 3.4.2 System Architecture -- References -- 4 Mobile Applications in Smart Tourism: Implementing User Modelling -- 4.1 User Modelling: History & -- State of Art -- 4.2 Smart Tourism Through Social Network User

Modeling -- 4.3 Implementing User Modeling Utilising Implicit User Data -- 4.3.1 Facebook -- 4.3.2 Instagram -- 4.3.3 Alternative Social Networking Applications for User Modelling -- 4.3.4 Smartphone Context Awareness -- 4.3.5 Semantic Web Technologies for Data Filtering -- 4.3.6 Realizing Personalization: Application of the Analytic Hierarchy Process -- 4.3.7 ProfileMe Framework: Research Overview -- 4.4 Artificial Intelligence & User Modelling -- References.

5 Artificial Intelligence in Smart Tourism -- 5.1 Introduction -- 5.2 Artificial Intelligence -- 5.3 AI Autonomous Agents -- 5.4 AI Smart Tourism Recommender Systems -- References -- 6 Implementing Machine Learning for Smart Tourism Frameworks -- 6.1 Introduction -- 6.2 Moments of Interest: A Smart Tourism Crowdsourcing Application -- 6.2.1 Inspiration -- 6.2.2 Moments of Interest: The Concept -- 6.2.3 MOIs System Architecture -- 6.2.4 Background Deep Learning Processing -- 6.2.5 Conclusion -- 6.3 Promoting Smart Tourism Personalised Services via a Combination ... -- 6.3.1 Inspiration -- 6.3.2 Artificial Neural Networks -- 6.3.3 Background Deep Learning Approaches -- 6.3.4 Framework Architecture -- 6.3.5 Model Development and Evaluation -- 6.3.6 Conclusions and Future Directions -- References -- 7 Smart Tourism Embraces Blockchain -- 7.1 Introduction -- 7.2 The Blockchain Data Structure -- 7.3 Types of Blockchains and Consensus Protocols -- 7.4 Blockchain: Enabling the Smart Tourism Era -- 7.4.1 Blockchain Enabled Services -- 7.4.2 Blockchain Applications in Smart Tourism -- 7.5 Proposed System Architecture -- 7.5.1 Blockchain Module -- 7.5.2 AI Recommendations, Context Awareness and Cybertourism -- References -- 8 Paving the Way for the Post-COVID-19 Era -- 8.1 Literature Review and Critical Analysis -- References -- 9 Open Questions and Future Directions -- 9.1 Introduction -- 9.1.1 Applications -- 9.1.2 Artificial Intelligence -- 9.1.3 Blockchain -- 9.1.4 Big Data -- 9.1.5 Cyber Tourism and Metaverse -- 9.1.6 Ethical and Privacy Considerations -- 9.1.7 Social and Cultural Implications -- 9.1.8 Government Initiatives -- References -- 10 Conclusions -- References.
