

1. Record Nr.	UNISA996383758903316
Autore	Smith Samuel <1588-1665.>
Titolo	Dauids blessed man: or a short exposition upon the first Psalme, directing a man unto true and eternall happines [[electronic resource]] : Wherein the estate and condition of all mankind is laid down, both for this life, and that which is to come. The eleventh edition profitably amplified by the author Samuel Smith, late of Prittlewell in Essex, minister
Pubbl/distr/stampa	Printed at London, : by 1. [sic] Okes, and are to be sold by F. Coules in the Old Bailly, 1642
Descrizione fisica	[8], 287, 272-336, [32] p. : fold. table
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Formato	Materiale a stampa
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Note generali	With added engraved title page. Text and register are continuous despite pagination. Print faded and show-through. Reproduction of the original in the British Library.
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Autore	Stienmetz Jason L
Titolo	Information and Communication Technologies in Tourism 2022 : Proceedings of the ENTER 2022 ETourism Conference, January 11-14 2022
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Descrizione fisica	1 online resource (503 pages)
Collana	Business and Management Series
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Altri autori (Persone)	Ferrer-RosellBerta MassimoDavid
Soggetti	Service industries Sociology Business mathematics & systems Business & management
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Nota di contenuto	Intro -- Preface -- Contents -- Technology -- Video Game Experiential Marketing in Tourism: Designing for Experiences -- Abstract -- 1 Introduction -- 2 Literature Review -- 2.1 Video Game and Video Game-Induced Tourism -- 2.2 Bridging Experience Design to Video Game-Induced Tourism -- 3 Methodology -- 3.1 Study Context: Assassin's Creed Odyssey -- 3.2 Sample and Sampling Procedures -- 4 Results and Discussion -- 4.1 Game World Dynamics -- 4.2 Level of Immersion -- 4.3 Level of Freedom -- 4.4 Connection to the Characters - Being 'the Hero' -- 4.5 Sense of Realism -- 4.6 General Perceptions and Intention to Visit Greece -- 5 Conclusions -- 5.1 Theoretical Contributions -- 5.2 Practical Implications -- 5.3 Limitations and Recommendations -- References -- Mixed Reality (MR) for Generation Z in Cultural Heritage Tourism Towards Metaverse -- Abstract -- 1 Introduction -- 2 Mixed Reality in Tourism -- 3 Methodology -- 4 Results -- 4.1 MR Usability Development at Cultural Heritage Sites -- 4.2 Participants' Perspectives on Mixed Reality -- 4.3

Willingness to Use and Buy MR Services -- 5 The Future of Mixed Reality in Cultural Heritage Tourism -- References -- Virtual Reality: A Simple Substitute or New Niche? -- Abstract -- 1 Introduction -- 2 Virtual Reality in Tourism -- 3 Literature Review -- 4 Methodology -- 5 Results and Discussion -- 5.1 Conventional Tourism Models -- 5.2 Virtual Reality Tourism Models -- 6 Conclusion -- Acknowledgments -- References -- Emergence and Rapid Popularization of Paid Web-Conferencing-Application-Based Tours in Japan: An Analysis of Their Business Potential -- Abstract -- 1 Introduction -- 1.1 Current State of Japan's Tourism Industry -- 2 Theoretical Background -- 2.1 What is "Online Tour"? -- 2.2 Research Purpose -- 3 Research Methodology -- 3.1 Data Acquisition -- 3.2 Target Locations for Online Tours. -- 3.3 Topic Model -- 4 Conclusion -- 4.1 General Discussion -- 4.2 Contribution, Limitation and Recommendations for Future Research -- References -- Users Versus Non-users: The Impact of Experience on Hotel Guests' Attitudes Towards Service Robots in Hotels -- Abstract -- 1 Introduction -- 2 Review of Literature -- 2.1 Users Versus Non-users -- 3 Methodology -- 3.1 Sample and Data -- 3.2 Factor Analysis -- 3.3 Hypothesis Testing: The Impact of Utilization of Service Robots on Guests' Attitudes. -- 4 Conclusion -- References -- Video Games as a Media for Tourism Experience -- Abstract -- 1 Introduction -- 2 Literature Review -- 2.1 Mental Imagery -- 2.2 Telepresence -- 2.3 Storytelling -- 2.4 Experience Economy Theory -- 3 Proposed Methodology -- 4 Potential Implications -- References -- Online Travel Planning for Families with a Child with a Disability -- Abstract -- 1 Introduction -- 2 Research Background -- 3 Theoretical Framework -- 4 Methodology -- 5 Results -- 6 Conclusion and Discussion -- References -- Leveraging Blockchain in Medical Tourism Value Chain -- Abstract -- 1 Introduction -- 2 Research Methodology -- 3 Findings and Discussions -- 3.1 Pre-procedural Phase -- 3.2 Procedural Phase -- 3.3 Post-procedural Phase -- 4 Conclusion -- References -- Social Media and User Generated Content -- "Better Not Let Me Know": The Mediating Role of Regret on the Relation Between Social Comparison Discrepancy in Online Hotel Review and Revisit Intention -- Abstract -- 1 Introduction -- 2 Literature Review and Hypothesis -- 2.1 Feeling Regret and Intention to Visit a Hotel Again -- 2.2 Social Comparison and Online Review Viewing -- 3 Methodology -- 4 Analyses and Results -- 5 Discussion and Implications -- 6 Limitations and Future Research -- References -- Analysis of Instagram Users' Movement Pattern by Cluster Analysis and Association Rule Mining. -- 1 Introduction -- 2 Literature Review -- 3 Methodology -- 3.1 Data Extraction and Preparation -- 3.2 Clustering -- 3.3 Association Rule Mining -- 4 Results and Discussion -- 4.1 Data Extraction and Visualization -- 4.2 Region-Level Association Rule Analysis -- 4.3 City-Level Association Rule Analysis -- 5 Conclusion and Outlook -- References -- Beyond Influencer Credibility: The Power of Content and Parasocial Relationship on Processing Social Media Influencer Destination Marketing Campaigns -- Abstract -- 1 Introduction -- 2 Literature Review -- 2.1 Social Media Influencers in Tourism and Destination Marketing -- 2.2 Hypothesis Development -- 3 Methodology -- 3.1 Data Collection and Analysis -- 4 Results -- 4.1 Descriptive Statistics -- 4.2 Measurement Model -- 4.3 Structural Model and Hypothesis Testing -- 5 Discussion -- 5.1 Theoretical and Practical Implications -- 5.2 Limitations and Future Studies -- References -- Management Response to Online Review: The Case of Hong Kong Luxury Hotels -- Abstract -- 1 Introduction -- 2 Literature Review -- 3 Method -- 4 Findings and Discussion -- 4.1 Characteristics of Management Responses -- 4.2 Response Style and

Tone -- 5 Contributions and Managerial Implications -- 6 Limitations and Future Research -- Acknowledgement -- References -- The Usage of Emoji in Tourism-Related Instagram Posts: Suggestions from a Marketing Perspective -- Abstract -- 1 Introduction -- 2 Literature Review and Hypothesis Development -- 2.1 Emoji and Social Media -- 2.2 Emoji, Consumer Behaviour, and Purchase Intention -- 2.3 Instagram and Emoji in Tourism -- 3 Methodology -- 4 Results -- 4.1 Demographic Profile of Respondents -- 4.2 The Influence of Emoji on Emotion, Travel Intention, and Engagement -- 4.3 Factors Influencing Travel Intention -- 5 Discussion -- 6 Conclusion -- References -- Destinations.

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Acknowledgments -- References -- Do DMOs Promote the Right Aspects of the Destination? A Study of Instagram Photography with a Visual Classifier -- Abstract -- 1 Introduction -- 2 State of the Art -- 3 Implementation of a Visual Classifier for Destination Image -- 4 Experiment -- 5 Conclusions -- References -- Personalization of Multi-day Round Trip Itineraries According to Travelers' Preferences -- 1 Introduction -- 2 Related Work -- 3 Method -- 3.1 Calculating Coefficients and Scores Related to POIs -- 3.2 Clustering POIs into Multiple Days -- 3.3 Creating a Sequence of POIs for Each Day -- 3.4 Generating a User Interface to Present Itineraries -- 4 Offline Evaluation -- 4.1 Intensity Score of Routes -- 4.2 Diversity Score of Routes -- 5 User Study -- 6 Conclusion and Future Work -- References -- Destinations and Data State-of-the-Art in Switzerland and Liechtenstein -- Abstract -- 1 Introduction -- 2 Literature Review -- 2.1 Smart Tourism.

2.2 Destinations and Data -- 3 Research Design -- 3.1 Case Studies -- 3.2 Data Collection -- 3.3 Sample -- 4 Results -- 4.1 Defining "Smart Destinations" -- 4.2 Dealing with Data -- 4.3 Integration within Decision-Making -- 4.4 Perceived Usefulness of Data-Related Practices -- 5 Conclusions -- Acknowledgment -- References -- Identifying the Main Service Elements for Customer-Oriented Live Guided Virtual Tours -- Abstract -- 1 Introduction -- 2 Theoretical Framework -- 2.1 Virtual Tourism and Virtual Tours -- 2.2 Modelling Tourism Services -- 3 Research -- 3.1 Target Group and Data Collection -- 3.2 Data Analysis -- 4 Findings -- 4.1 Service Concept -- 4.2 Service Process -- 4.3 Service System -- 5 Conclusions and Discussion -- References -- Travel Incheon as a Metaverse: Smart Tourism Cities Development Case in Korea -- Abstract -- 1 Introduction -- 2 Literature Review -- 2.1 Smart Tourism City -- 2.2 Metaverse -- 2.3 Smart Tourism with Metaverse -- 3 Case Study -- 3.1 Real-Based Metaverse - 'AR Incheon' -- 3.2 Virtual-Based Metaverse - 'Incheoncraft' -- 4 Conclusion -- References -- CoViD-19 -- Communicating to Tourists During and Post-Covid-19: What Do They Want (Need) to Hear? -- Abstract -- 1

Introduction -- 2 Literature Review -- 2.1 Crisis and Situational Crisis Communication Theory (SCCT) -- 2.2 Crisis Communication in the Hospitality Industry -- 3 Methodology -- 4 Results -- 4.1 Descriptive Statistics Results -- 4.2 Hotel Official Facebook Comments - Frequency of SCCT Strategies -- 4.3 Hotel Facebook Comments and Sentiment Analysis -- 5 Discussion -- 6 Conclusion/Implications -- 7 Limitations/Future Studies -- References -- An Exploratory Study of Consumers' Travel-Related Concerns About COVID-19 -- Abstract -- 1 Introduction -- 2 Literature Review -- 2.1 Risk Perception -- 2.2 User-Generated Content -- 3 Method -- 3.1 Sample. 3.2 Contribution of Sentiment Words.

Sommario/riassunto

This open access book presents the proceedings of the International Federation for IT and Travel & Tourism (IFITT)'s 29th Annual International eTourism Conference, which assembles the latest research presented at the ENTER2022 conference, which will be held on January 11–14, 2022. The book provides an extensive overview of how information and communication technologies can be used to develop tourism and hospitality. It covers the latest research on various topics within the field, including augmented and virtual reality, website development, social media use, e-learning, big data, analytics, and recommendation systems. The readers will gain insights and ideas on how information and communication technologies can be used in tourism and hospitality. Academics working in the eTourism field, as well as students and practitioners, will find up-to-date information on the status of research.
