

An approaches to enhance the sightseeing experience

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1. Introduction

From 2019 until the time of this writing in December 2021, tourism has been hit hard by political measures to prevent the spread of Covid-19. However, it will not die out as long as there is human activity and intellectual curiosity. The reason why people started going out for sightseeing as soon as the new corona disaster subsided is because it is a characteristic of people. The desire to visit an unfamiliar place, to eat at a famous restaurant, or to soak in a hot spring will never be completely satisfied without sightseeing. The author is interested in how to increase people's desire for such experiences, and one of his research themes is system design to enhance the tourism experience.

2. Sightseer Experience

There are two possible perspectives of the Sightseer Experience (SX): the sightseer's perspective and the sightseer support perspective. From the sightseer's point of view, there are three categories: pre-sightseeing, before sightseeing, during sightseeing, and after sightseeing[1]. The pre-sightseeing is the stage of deciding where to go, gathering information on various places, and discussing with family and friends who want to go with you. When a specific destination is decided, the stage of "before sightseeing" is reached. In this stage, the style of the trip is decided, such as visiting all the famous places, relaxing in one place, or following one's heart, and preparations are made according to each style. The "during sightseeing" is from the time you start moving to your destination until you return home, and the "after sightseeing" is after you return home. During the "after sightseeing," you may print out the photos you took during the travel and put them in your sketchbook, share your memories with the people you went with, and keep in touch with the people you met during the trip. Therefore, as long as the sightseeing can be recalled as a memory, the journey will never end. From the viewpoint of the sightseer support side, the following classification can be considered for enriching the experience of sightseers' pre-sightseeing, before sightseeing, during sightseeing, and after sightseeing: "research" → "planning" → "trial" → "actual implementation" → "investigation and confirmation of effects" → "feedback to research"[2]. In the field of information technology related to sightseeing, there are probably many studies that target one of these stages[2].

3. Approach

The focus of this presentation is on "thought-provoking sightseeing" by limiting and processing information. Specifically, it is a style of sightseeing in which visitors think about what information systems such as smart phones and smart watches are recommending to them.

Reference

- [1] Takayoshi Kitamura: "Challenge to the Sightseeing Experience", Journal of Human Interface Society, Vol. 22, No. 2, pp. 4-5, 2020.