MOBILE COMPUTING – using android to enhance visits to attractions

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ABSTRACT

The overall aim of the project was to create an Application for Google’s Android operating system that enhanced users’ visits to attractions and historic locations of interest, by providing an extra source of information about locations around the user. The most important feature of this application is the variety of different situations in which it can be used, as not all locations are suited for the use of GPS and internet connectivity. It is hoped that this project will be of interest to tourists, travel groups and educational facilities as it allows information to be customized to the audience, and displayed where contextual and relevant, being able to display location information only within a user defined range. The application is able to be used on low end handsets, due to the lack of intensive graphics or animations, and the data created can also be shared easily via different methods, as the files are small. In this paper, the features, technical details of the project and possible applications are discussed, as well as future developments that could be made to extend the application to its full potential.

![Map Interface with Markers](image1.jpg)

**Figure 1.** Map interface with markers

![Test Activity Display](image2.jpg)

**Figure 3.** The present activity, displaying test data for one marker