GLOBE AND FOLKS

TEAM

ASSYMETRIC

TEAM MEMBERS

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ABSTRACT

This proposal outlines the development of a tourism platform that connects local hosts with tourists, fostering cultural exchange and providing tailored experiences. The platform will allow locals to list various services such as guided tours, cultural experiences, and homestays, while tourists can explore these offerings, make bookings, and engage in direct communication with hosts. Utilizing Django as the backend framework, the system will integrate MongoDB for flexible data storage, and Django Channels will be employed to enable real-time chat functionality between users, enhancing direct interaction. The platform will also feature a booking system, user authentication, and a simple yet engaging front-end interface. With the use of open-source tools and free services for hosting, the platform is designed to be a cost-effective solution for promoting local tourism and connecting people across cultures. The project aims to provide a seamless, user-friendly experience that empowers both locals and tourists, ensuring they can discover, book, and communicate effortlessly.

CHAPTER 1
INTRODUCTION

1.1 Background

The tourism industry is one of the largest and fastest-growing sectors globally, with millions of people traveling every year to experience different cultures, traditions, and lifestyles. However, despite the vast amount of information available on various platforms, there remains a gap between tourists and the local communities they visit. Tourists often struggle to find authentic, personalized experiences that go beyond typical tourist attractions, while local hosts face challenges in promoting their services and connecting with potential visitors.

The rapid growth of digital platforms presents an opportunity to bridge this gap by leveraging technology to facilitate seamless connections between local hosts and tourists. By creating an online platform that integrates user-friendly interfaces, direct communication features, and easy booking systems, tourists can discover unique local experiences, while hosts can easily offer their services and manage bookings.

This platform will serve as a tool to connect people, promote cultural exchange, and provide an avenue for locals to benefit from the growing tourism industry. The integration of a real-time chat feature further enhances the connection by allowing tourists and locals to interact, clarify doubts, and create personalized experiences before making bookings.

1.2 Statement of the Problem

While the tourism industry has witnessed significant growth, many tourists struggle to discover authentic, culturally immersive experiences due to the overwhelming number of commercialized and generic travel services available. On the other hand, local hosts, such as small businesses, individuals offering home stays, or local tour guides, often face difficulties in promoting their services to a wider audience, leading to underutilization of their offerings.

Furthermore, while existing platforms allow users to book tours or accommodations, they often lack an efficient means for tourists and hosts to communicate before finalizing their plans. This lack of direct interaction hinders the ability to form trust and ensures that tourists are unsure whether the experience will meet their expectations.

Thus, the problem lies in the inability of tourists and local hosts to effectively connect, communicate, and engage with each other in a way that promotes meaningful, authentic cultural experiences.

1.3 Project Objective

The primary objective of this project is to develop an online platform that facilitates seamless interaction between tourists and local hosts, offering personalized and authentic travel experiences. The specific objectives of the platform are as follows:

1. Connect Locals and Tourists: Provide a space where local hosts can list their services (e.g., homestays, tours, and experiences), and tourists can discover, explore, and book these offerings.

2. Real-Time Communication: Integrate a real-time chat feature to allow tourists and hosts to communicate directly, ask questions, and clarify details about the offerings before making a decision.

3. Booking System: Develop an easy-to-use booking system that allows tourists to book services directly from the platform, with secure payment options.

4. Promote Local Cultural Experiences: Focus on delivering culturally immersive experiences to tourists, thereby promoting local traditions and practices, while helping locals earn from their unique services.

5. User-Friendly Interface: Create a platform that is intuitive for both tourists and locals, making it easy for them to sign up, list, and search for services.

By achieving these objectives, the project aims to build a sustainable and user-friendly platform that benefits both tourists and local hosts, creating a community-driven ecosystem for cultural exchange and discovery.

CHAPTER 2

SYSTEM DESIGN AND ARCHITECTURE

Core Architecture

Frontend:

- **Framework**: HTML/CSS/JavaScript or React (if time allows).
- **Styling**: Bootstrap

Backend:

- **Framework**: Django with Django REST Framework (DRF).
- **Features**:
    - o Core APIs for user profiles, listings, and bookings.
    - o Token-based authentication (Django REST Framework's JWT).

Database:

- **SQLite** or **MongoDB**

Hosting:

- Locallly

Third-Party Services:

- **Geo-location**: OpenStreetMap

Real-time Communication:

- Django Channels (WebSocket for real-time chat)

CHAPTER 3

EXPECTED OUTPUT

1. User Registration & Authentication

- **Expected Output**:
    - o Users can **register** by providing a username, email, password, and role (tourist or local).
    - o Registered users can **log in** to the system and receive a **JWT token** for authentication.

2. Listings Page

- **Expected Output:**
    - o Tourists can browse all service listings by locals.
    - o Listings include details like title, description, price, location, and the local offering the service.
    - o Locals can create new listings, which will be added to the database and displayed on the website.
    - o Filter functionality (by location or price) allows users to narrow down listings.

3. Chat Feature

- **Expected Output**:
    - o **Tourists and locals** can **send messages** to each other through a **real-time chat interface** using WebSockets.
    - o **Messages** are saved in the database and associated with the sender and recipient.
    - o Users can view all messages exchanged between them.

CHAPTER 4

CONCLUSION

1. Promoting Local Culture and Tourism

- **Empowering Locals**: The platform allows **local hosts** to offer authentic services such as **guided tours**, **homestays**, and **local experiences**, which are often underrepresented in global tourist markets.

- **Cultural Preservation**: Through the platform, tourists can experience the rich cultural heritage of Nepal, including its diverse ethnic communities, historic sites, and rural landscapes, helping preserve Nepal's cultural identity.

Impact: This project helps promote a more sustainable and immersive form of tourism, where the focus is on **cultural exchange** rather than just mass tourism.

2. Bridging the Gap Between Locals and Tourists

- **Direct Interaction**: The integrated **chat feature** facilitates direct communication between tourists and locals, allowing for personalized experiences and smoother bookings.

- **Tailored Experiences**: By communicating directly with locals, tourists can get real-time recommendations, ask questions about the region, and customize their travel experience.

Impact: This bridges the gap between tourists seeking unique experiences and locals who are eager to share their knowledge and services, enhancing the tourism experience for both parties.