

## **TOURLISTA UPDATE**

The TourLISTA v1.50 update brings a wave of exciting enhancements that make the system more powerful and user-friendly, setting the stage for its national rollout. One of the standout features is the expanded registration and data entry capability, which now opens the doors for all regions across the Philippines, beyond its initial success in MIMAROPA. This means more areas can now tap into TourLISTA's benefits, making the system more inclusive and comprehensive. The user dashboard has also received a significant upgrade, offering a more intuitive layout that gives users easy access to crucial information at a glance.

For Local Government Unit (LGU) administrators, as well as provincial and regional account user, the new update allows for a deeper dive into the details. They can now view and review complete records of registered accommodation establishments and tourist attractions and update these records directly within the system. Plus, with the introduction of filtered logs, tracking user activities is now simpler and more transparent. Reporting has also been supercharged, with more efficient report generation and enhanced features for Meetings, Incentives, Conferences, and Exhibitions (MICE) reporting and dashboards.

Looking forward to TourLISTA v2.0, there's even more to be excited about. The upcoming version will include a mobile application, which will allow users to monitor and encode data offline, making sure operations run smoothly even in areas with limited internet access. An integrated notification system will keep everyone in the loop, while a revamped, user-friendly dashboard will be tailored specifically for each accommodation and tourist site. Communication within the platform will also get a boost with direct messaging features, and an AI chatbot will be on hand to provide instant assistance and support, making the system even more responsive and user-centric.

TourLISTA is not just evolving — it's becoming an indispensable tool for tourism management across the country!