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# Heritage Treasures Project – Final Report

## 1. INTRODUCTION

### 1.1 Project Overview

This project presents an interactive dashboard analyzing UNESCO World Heritage Sites. It enables users to explore site categories, endangered statuses, locations, and historical trends with ease.

### 1.2 Purpose

The purpose is to make cultural data more accessible for travelers, researchers, and policymakers using data visualization.

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## 2. IDEATION PHASE

### 2.1 Problem Statement

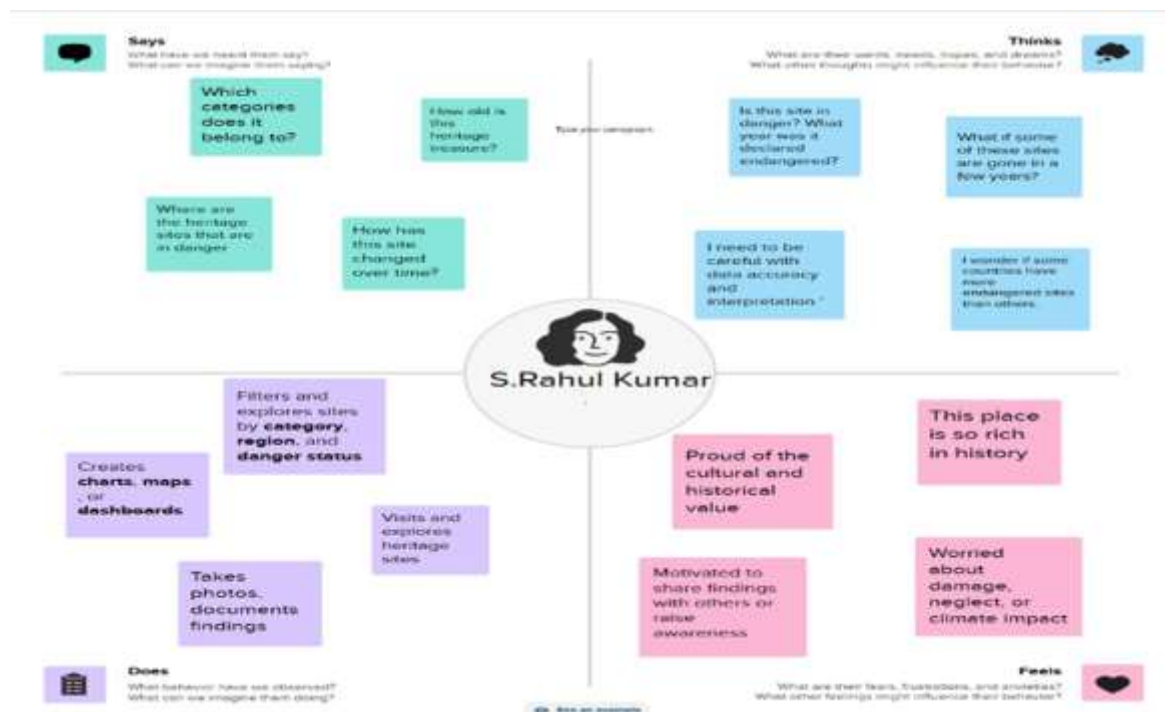
Users find it difficult to locate and interpret global heritage data in a simple, meaningful format.



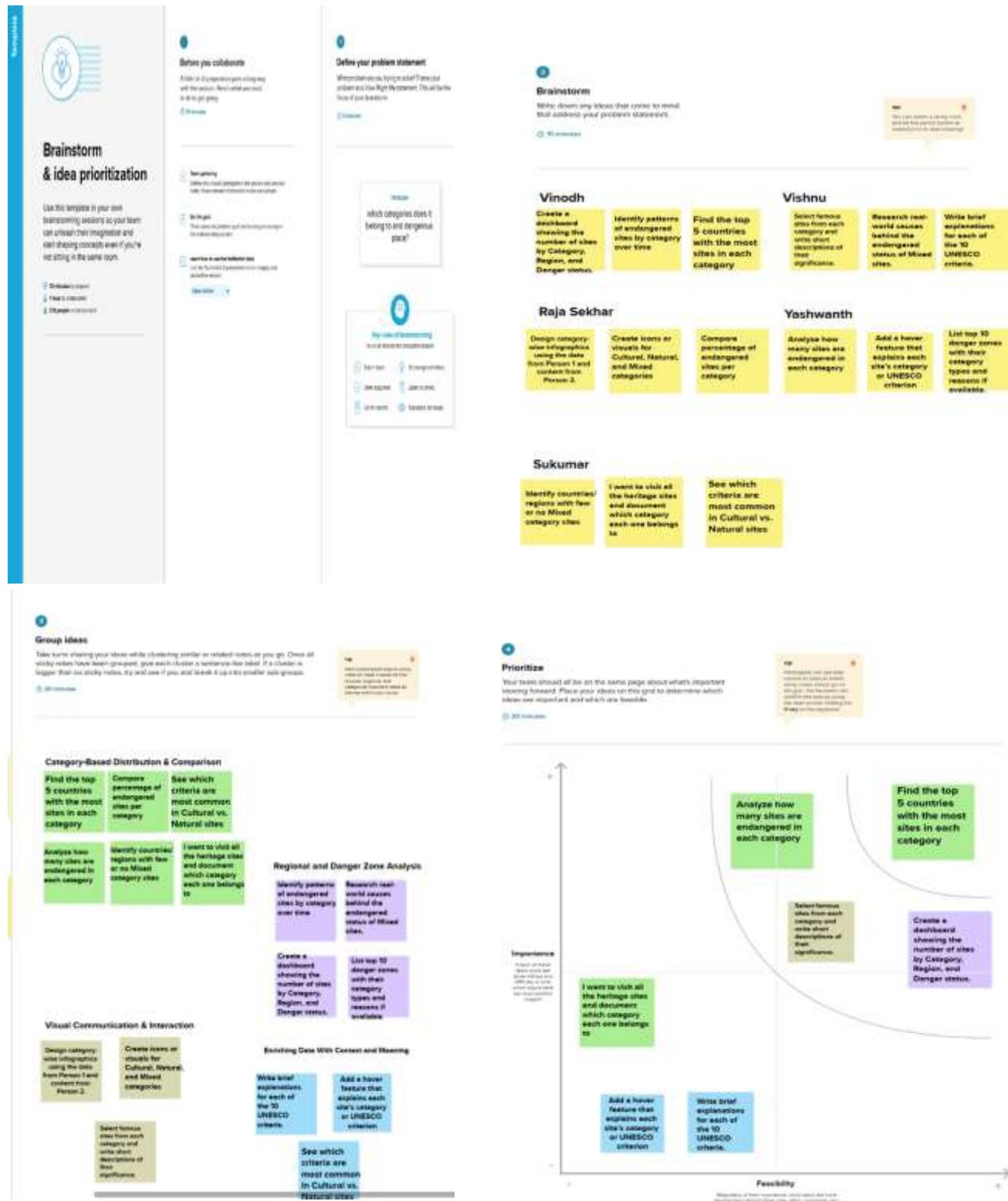


## 2.2 Empathy Map Canvas

Included perspectives of travelers, historians, and students focusing on their needs, actions, and challenges when exploring heritage data.



Ideas included visualizing endangered sites, filtering by category, embedding dashboards on the web, and designing a regional comparison.



# 3. REQUIREMENT ANALYSIS

## 3.1 Customer Journey Map

Mapped how different user types interact with the dashboard, from accessing it to drawing insights.



## 3.2 Solution Requirement

- Functional: Site filtering, map visualizations, story insights
- Non-Functional: Usability, performance, and scalability

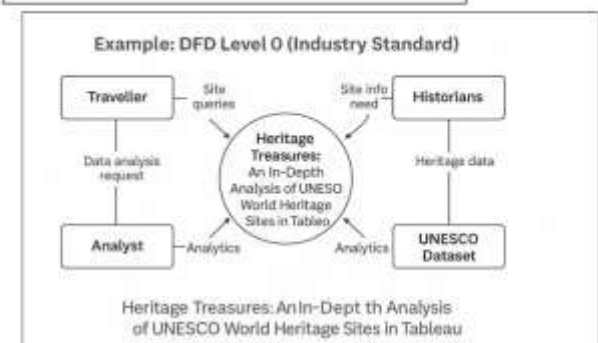
## 3.3 Data Flow Diagram

Structured data from CSV → Tableau Prep → Dashboard → Embedded Web App

Example: (Simplified)



Example: DFD Level 0 (Industry Standard)



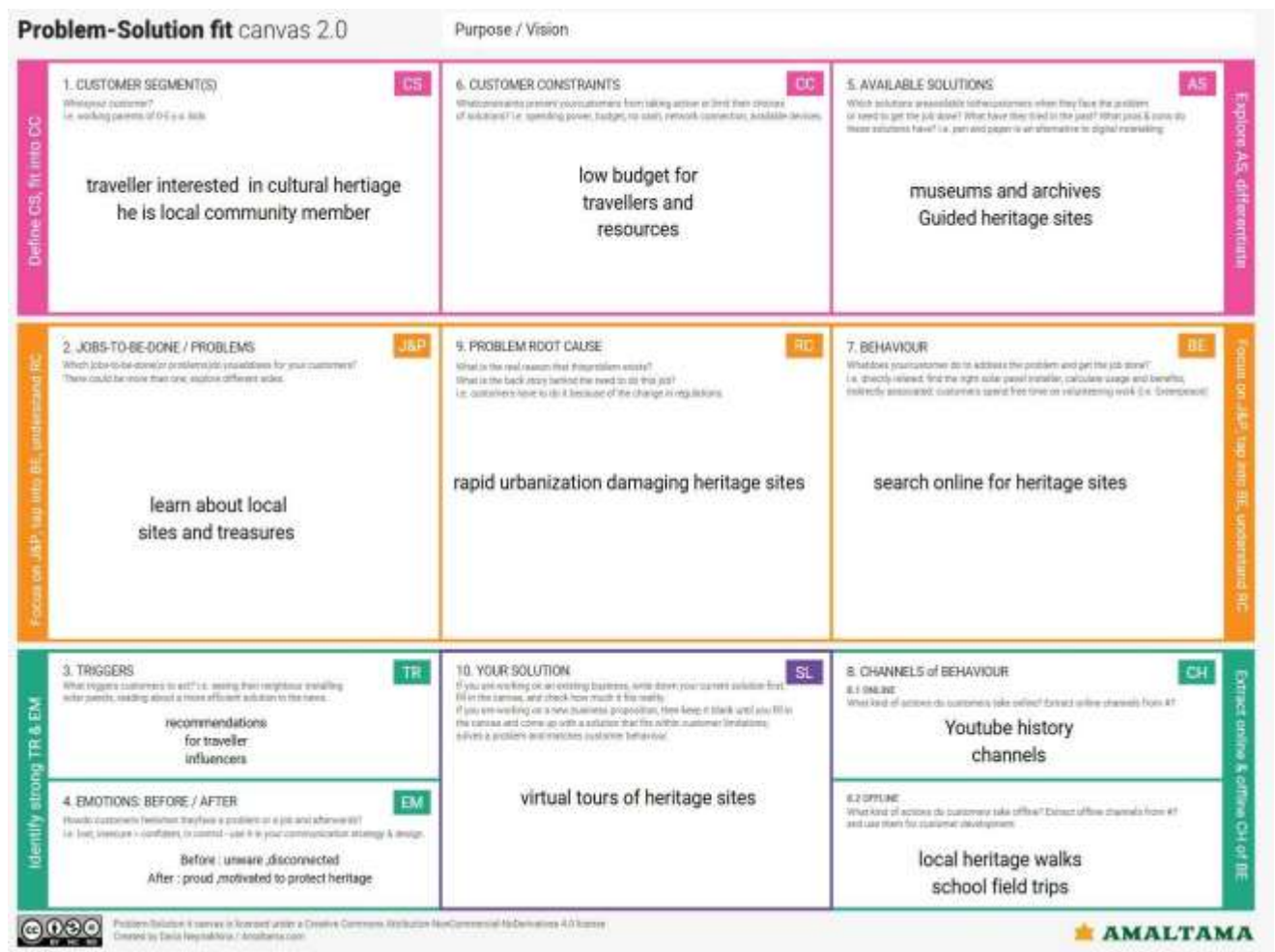
## 3.4 Technology Stack

- Tableau Prep, Tableau Desktop
- Flask (Python), HTML/CSS
- Google Drive (storage)

## 4. PROJECT DESIGN

### 4.1 Problem Solution Fit

A dashboard was identified as the best way to present multi-dimensional data to a broad audience.



### 4.2 Proposed Solution

Create a multi-page Tableau dashboard hosted in a web app using Flask, including visual and story insights.

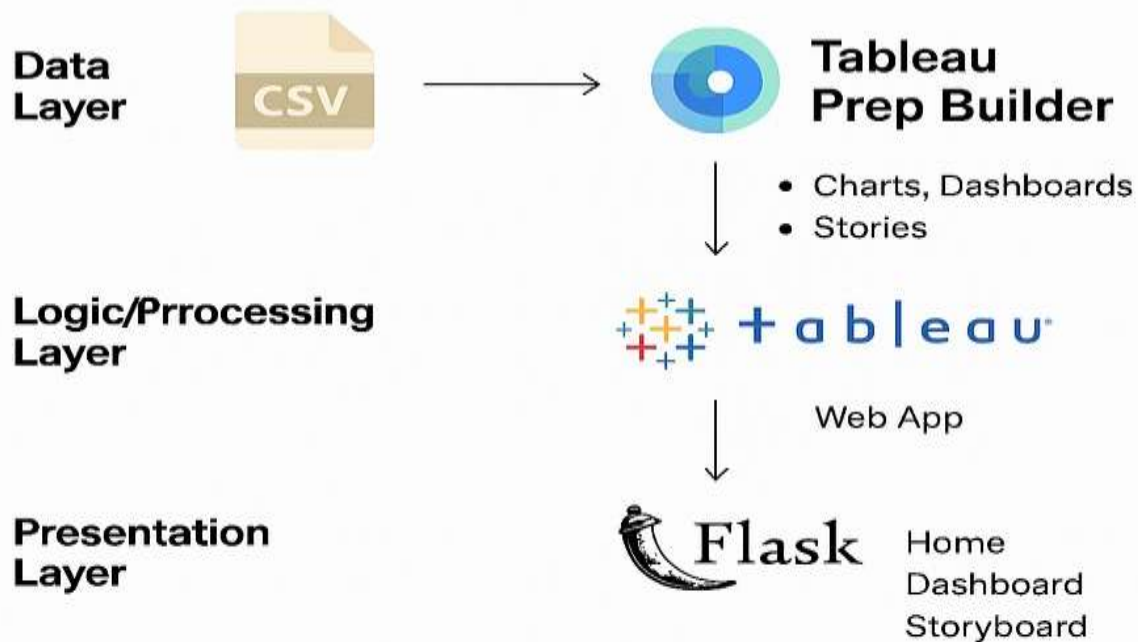


## 4.3 Solution Architecture

Three-tier architecture: Data Layer → Logic Layer (processing & visualization) → Presentation Layer (web UI)

# Solution Architecture – Heritage Treasures Project

Using a 3-tier architecture to present data on UNESCO World Heritage Sites visually and interactively.



Example –Solution Architecture Diagram

## 5. PROJECT PLANNING & SCHEDULING

### 5.1 Project Planning

Sprints, user stories, velocity, and burndown chart planned and tracked across 2 sprints.

## 6. FUNCTIONAL AND PERFORMANCE TESTING

### 6.1 Performance Testing

Tested dashboard load time, filter performance, and user interactivity.

- Velocity = 14 story points per sprint
- Burndown graph created to visualize sprint progress

## 7. RESULTS

### 7.1 Output Screenshots

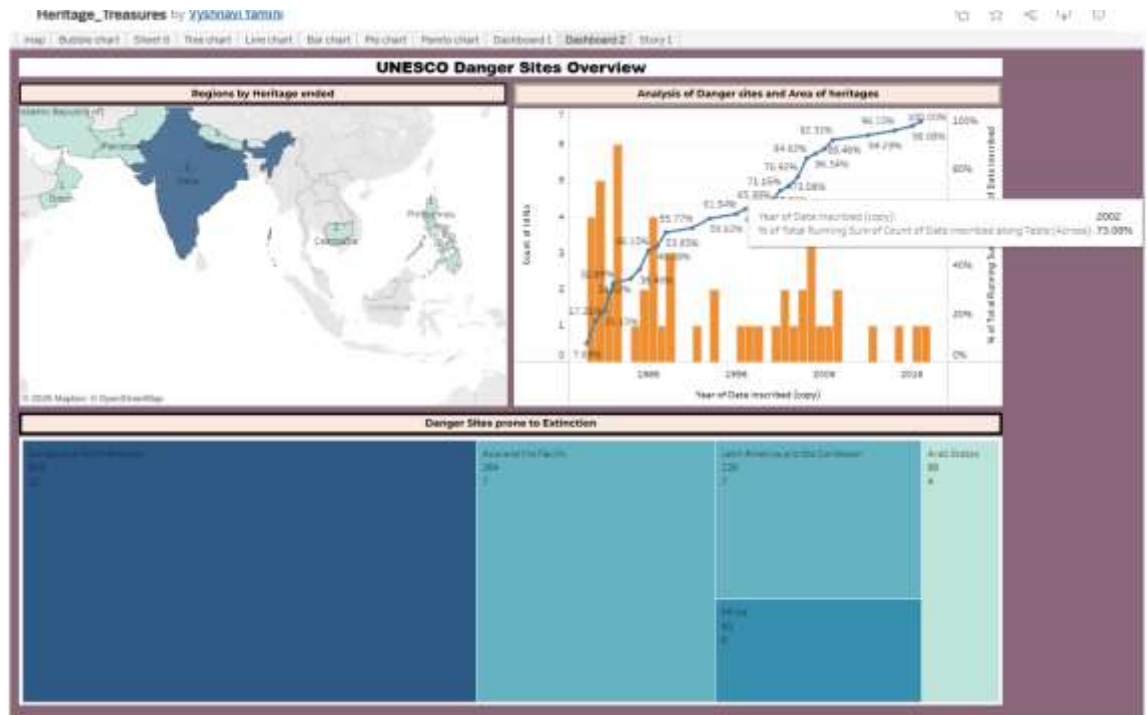
#### ■ Screenshots of Tableau dashboards showing

UNESCO World Heritage Site Overview

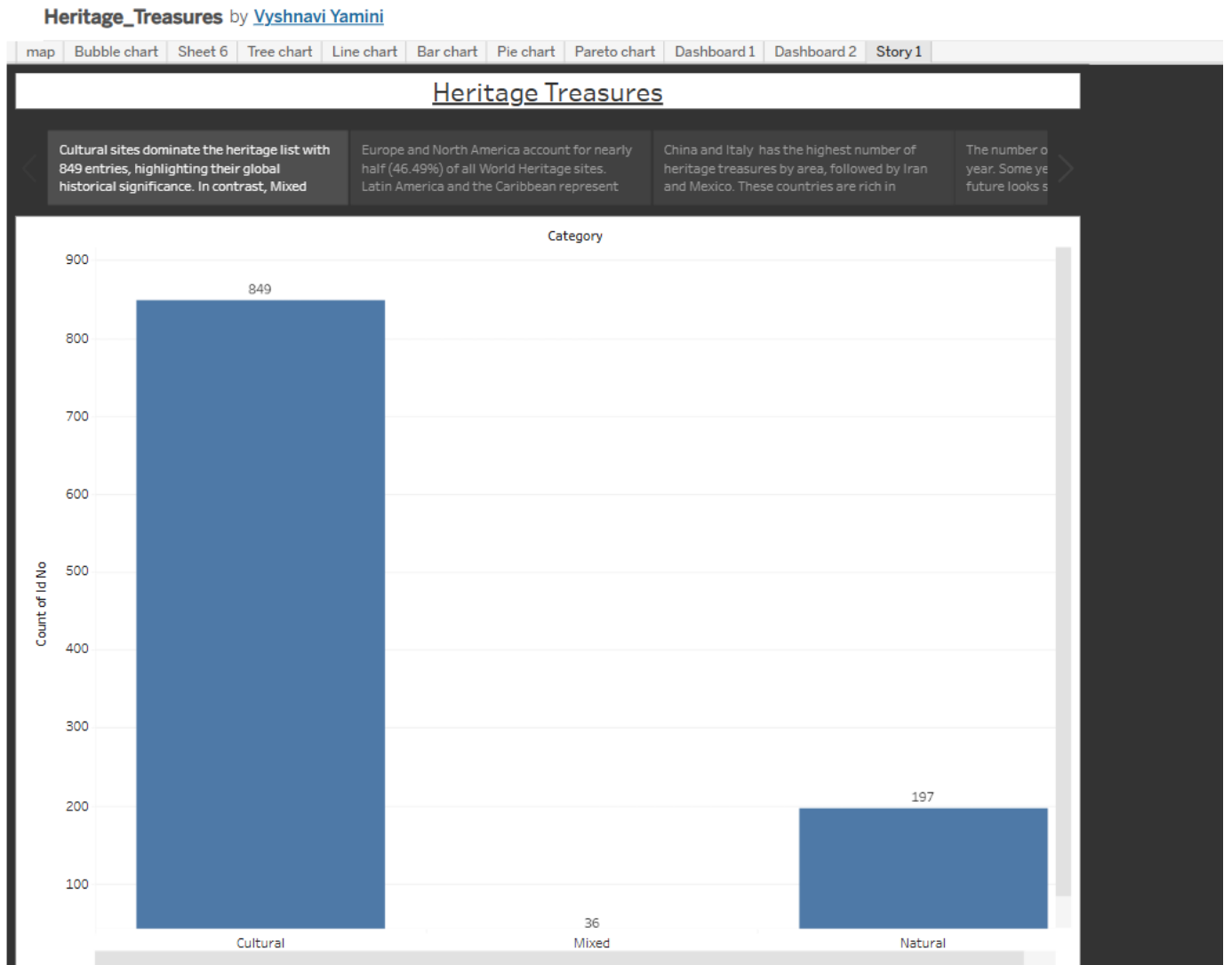


UNESCO Danger Sites Overview





## Story



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## 8. ADVANTAGES & DISADVANTAGES

### Advantages:

- Easy access to cultural data
- Visually appealing
- Interactive and filterable

### Disadvantages:

- Requires internet for dashboard embedding
- Limited offline access

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## 9. CONCLUSION

The project successfully converts heritage site data into interactive insights using modern tools, helping raise awareness of endangered sites.

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## 10. FUTURE SCOPE

- Add machine learning for site risk prediction
  - Enable real-time updates via API
  - Support more languages and offline features
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## 11. APPENDIX

**Source Code:** Provided in GitHub repo

**Dataset Link:** [UNESCO World Heritage Sites 2019](#)

**GitHub**

<https://github.com/Vishnu89-ui/Heritage-treasures-an-in-depth-analysis-of-unesco-world-heritage-sites-in-tableau>

**Demo link**

<https://drive.google.com/file/d/1j-GggaMOpW83gHPIqtxCWkGGI3BeLGSc/view?usp=drivesdk>