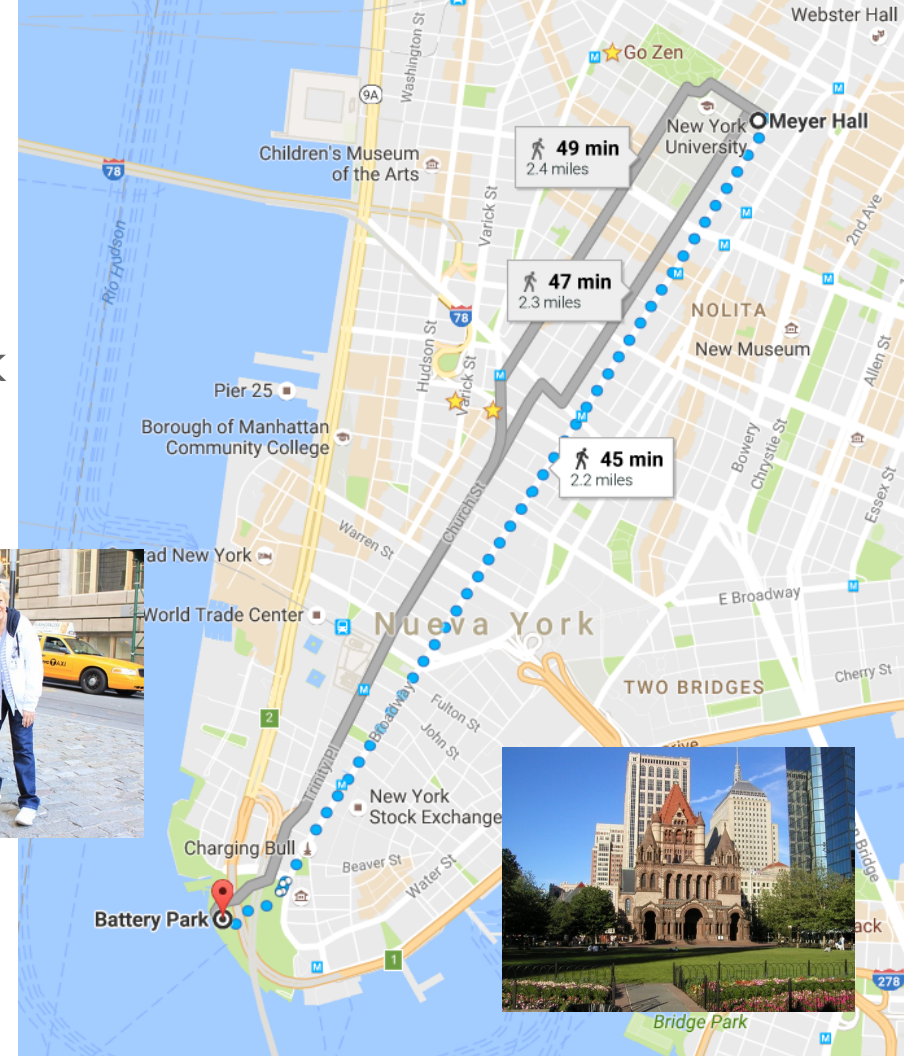


# SightWalk

---

# Motivation

Going from Meyer Hall to Battery Park

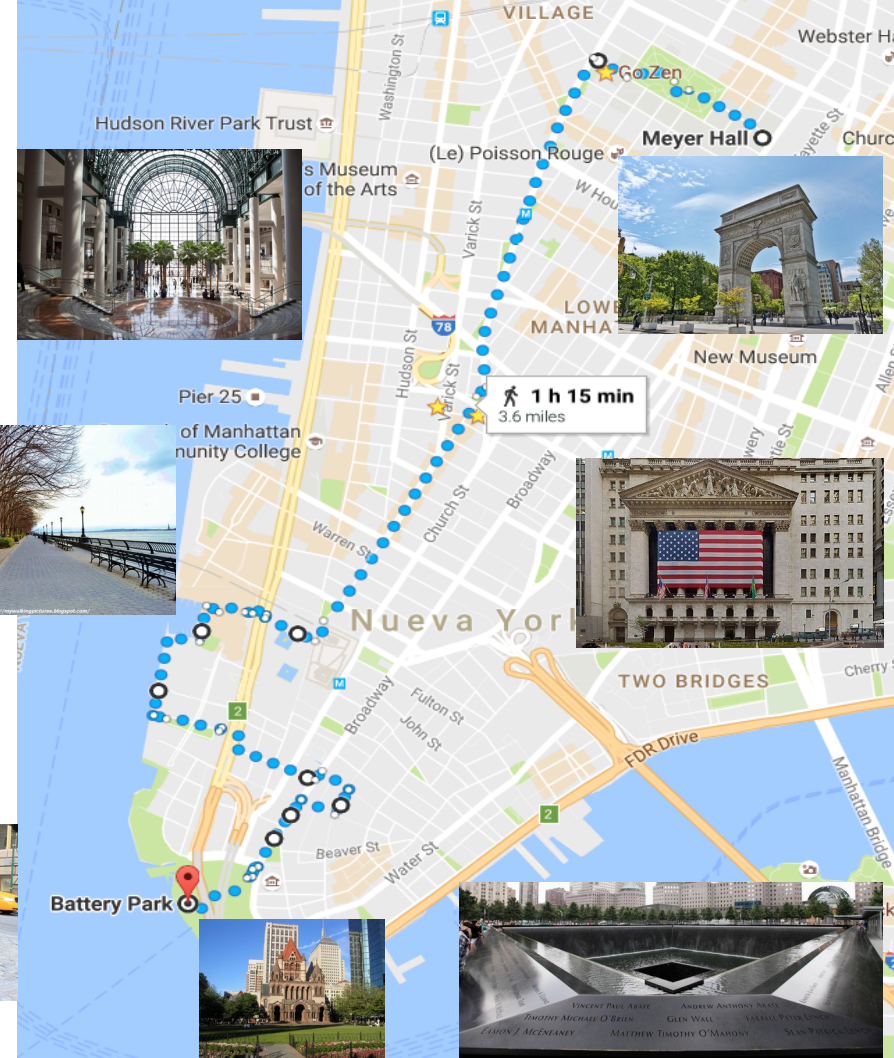


# Motivation

Going from Meyer Hall to  
Battery Park

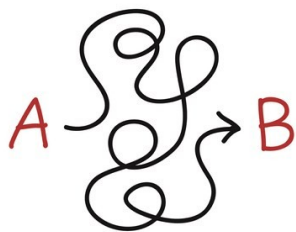
**Time increase:** 30 minutes  
(66%)

**Experience increase:** ?  
(250%?)



# Goal

To create a Map system that optimizes the route not only based on distance, but also on maximizing interesting and attractive sights.



IT'S THE JOURNEY THAT COUNTS

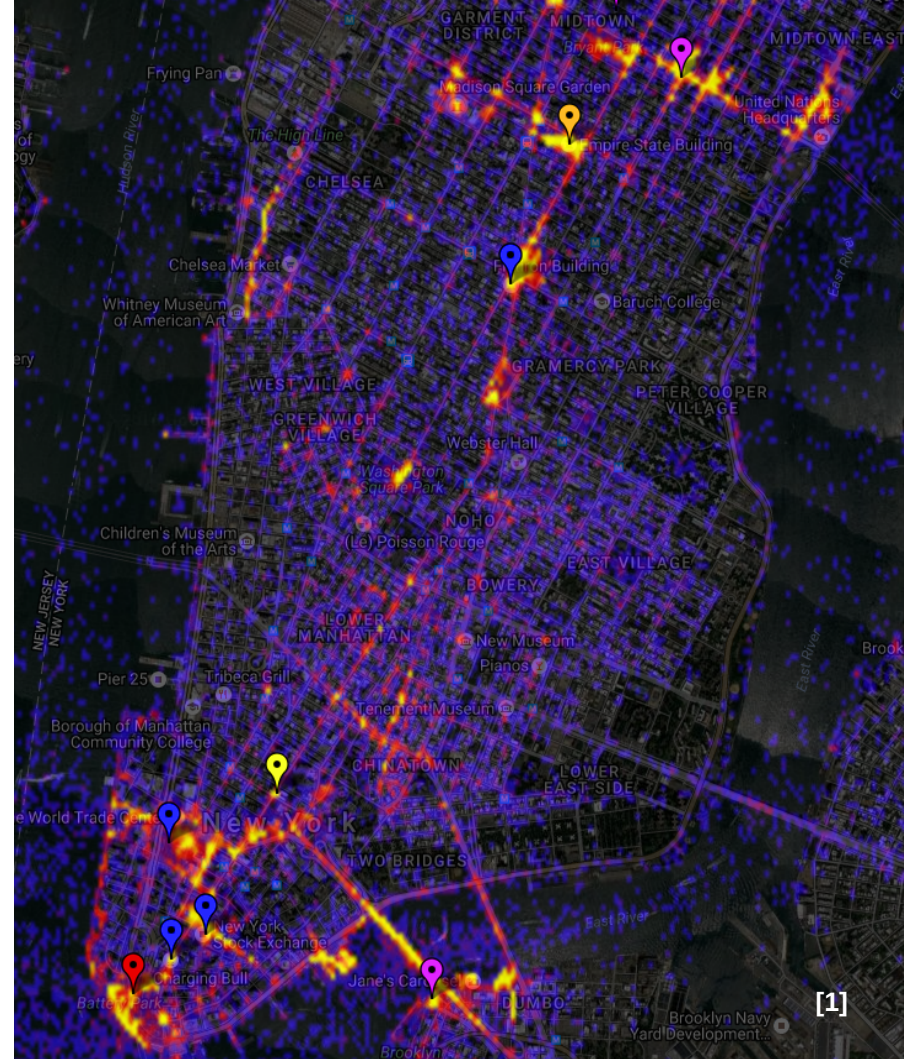
# Proxy





# Proxy

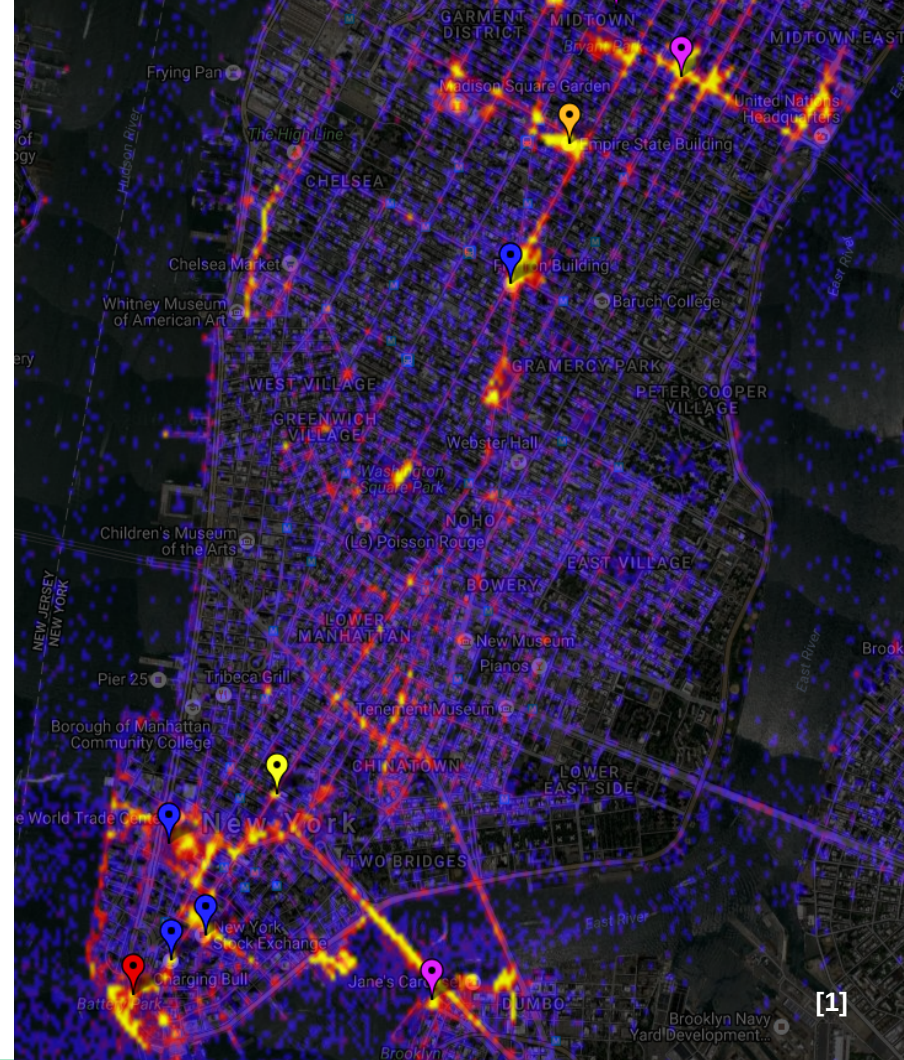
**Assumption:** more pictures in attractive places.



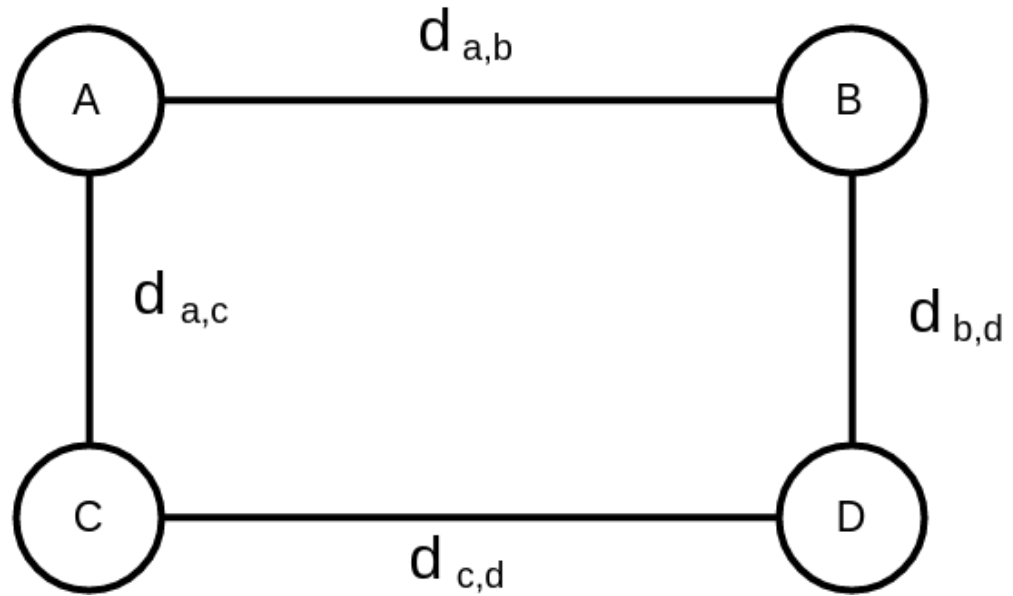
# Proxy

**Assumption:** more pictures in attractive places.

**Change the optimization function** when determining the path.



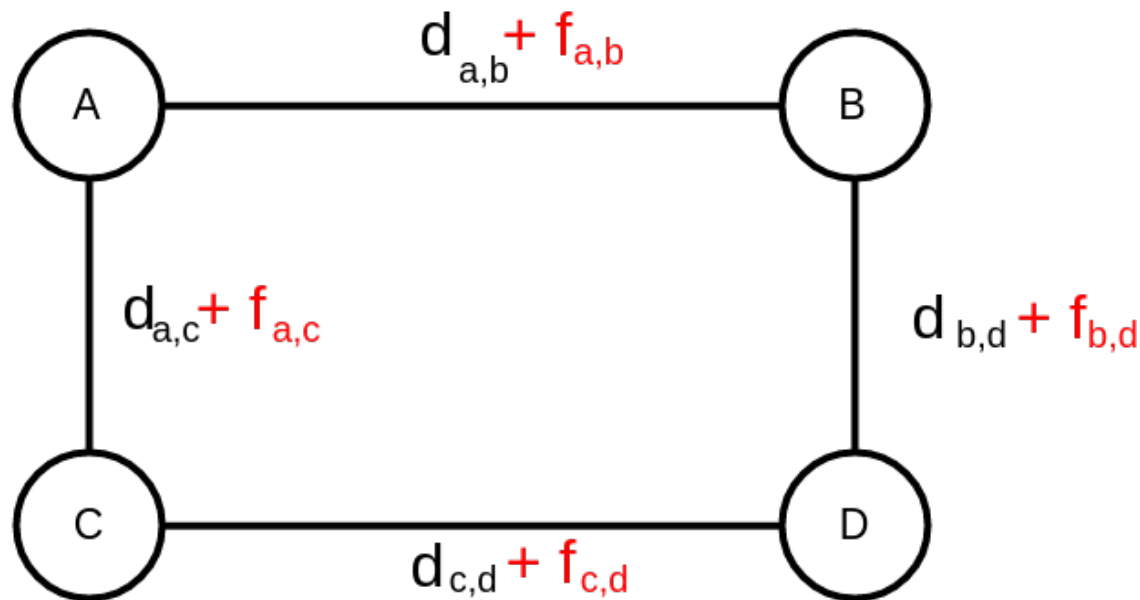
# Our Approach





# Our Approach

Encode the new information in the graph representation.



# Toolbox

- Flickr/ Panoramio APIs  
geo-tagged pictures and metadata
- Google maps API
- OpenStreetMap data
- User input/preferences



**OpenStreetMap**

# Previous Work and Challenges

- Happy & Smelly Maps  
sensorial and emotional layers of cities
- Dimensions of emotion/perception  
Happy Maps – beautiful, quiet, happy  
SightWalk – interesting, awesome/cool, touristic/local
- How to infer them from pictures and metadata?



# Questions?

Felipe N. Ducau - fnd212@nyu.edu  
María Elena Villalobos Ponte -.mvp291@nyu.edu  
Sebastian Brarda - sb5518@nyu.edu

[1] <http://www.sightsmap.com/>