

# Travelex: Augmented Reality using Google GeoFences

*Mixed Reality Class*  
Professor: Marissa Diaz Pier

Adrian Garcia Betancurt  
Master in Computer Science  
Monterey Institute of Technology and Higher Education  
Guadalajara, Jalisco, Mexico  
Email: adriangarcia0920@gmail.com

Obed N Munoz  
Master in Computer Science  
Monterey Institute of Technology and Higher Education  
Guadalajara, Jalisco, Mexico  
Email: obed.n.munoz@gmail.com

**Abstract**—The tourism is a growing market and every company involved on this is looking for attracting more tourist to their destinations.

## I. INTRODUCTION

This demo file is intended to serve as a “starter file” for IEEE conference papers produced under L<sup>A</sup>T<sub>E</sub>X using IEEE-tran.cls version 1.7 and later.

### A. AR trends

Augmented Reality solutions on this

### B. Related Projects

Related projects that do similar stuff

1) *Research*: Here’s some research done for this project

### C. Hardware Requirements

Here we’re specifying Hardware Requirements

1) *Justification*: Here is the Justification for Hardware Requirements

### D. Programming Techniques

Here are the Programming Techniques

1) *Justification*: Here is the justification for Programming techniques

2) *Comparison*: Here is the comparison of multiple programming techniques

## II. OUR WORK

This demo file is intended to serve as a “starter file” for IEEE conference papers produced under L<sup>A</sup>T<sub>E</sub>X using IEEE-tran.cls version 1.7 and later.

### A. Identifying places of Interest

Subsection text here.

### B. Google Geofences Implementation

Subsection text here.

### C. Project Schedule

Subsection text here.

1) *Personnel Needs*: Subsection text here.

### D. Impact of the project

Subsection text here.

## III. CONCLUSION

The conclusion goes here.

## IV. FUTURE WORK

The Future Work goes here.

## REFERENCES

- [1] H. Kopka and P. W. Daly, *A Guide to L<sup>A</sup>T<sub>E</sub>X*, 3rd ed. Harlow, England: Addison-Wesley, 1999.