

Prompt of Taxonomy Definition

The text in a different color indicates the changes made.

Attempt 1

Smart Tourism Tools (STTs) are digital tools designed to benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. STTs are categorized into three domains:

- “(Part of) the touristic offer”, STTs in this domain contribute to the tourist experience. They are of three types: [“Fully Digital Experience”: STTs that constitute tourism experiences occurring in the virtual world (e.g. Virtual Tours); “Partial Digital Experience”: Core STTs that enable and/or enrich the tourist experience in the real world (e.g. Augmented Reality Tours); “Building Block”: Scaffolding tools that support the enrichment of the tourist experience (e.g. audio or video content creation)]
- “Marketing”, STTs in this domain are used at different stages of the tourist’s journey. They are of three types: [“Pre-Consumption”: STTs used in the stage where tourists engage in the decision-making process (e.g. selecting and booking the destination and corresponding touristic services); “Consumption”: STTs used in the consumption stage, where tourists enjoy the preselected touristic services; “Post-Consumption”: STTs used in the stage where tourists act as influencers or further users (e.g. sharing feelings raised and/or contents created during the consumption stage)]
- “Management & Operations”, STTs in this domain assist in various aspects of the tourism offer. They are of four types: [“Design of Tourism Products”: STTs aimed at helping in the creation of touristic offer (e.g. B2B platforms helping build tourism packages); “Deployment of Tourism Products”: STTs that assist in the deployment of touristic offer (e.g. Online Booking and Payment Platforms); “Operation of Tourism Products”: STTs that assist in the operation of touristic offer (e.g. Crowd Management Tools); “Maintenance/Evolution of Tourism Products”: STTs that help in the evaluation and decision making regarding the existing touristic offer (e.g. Data Analytics Tools)]

A STT can belong to multiple domains and/or tool types, except for the “(Part of) the touristic offer” domain, where a STT can only belong to one type.

The following are examples of STT classification. Each example is previously labelled with “###EXAMPLE###”.

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Attempt 2

Smart Tourism Tools (STTs) are digital tools designed to benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. STTs are categorized into three domains:

- “(Part of) the touristic offer”, STTs in this domain contribute to the tourist experience. They are of three types: [“Fully Digital Experience”: STTs that constitute tourism experiences occurring in the virtual world (e.g. Virtual Tours); “Partial Digital Experience”: Core STTs that enable and/or enrich the tourist experience in the real world (e.g. Augmented Reality Tours);

“Building Block”: Scaffolding tools that support the enrichment of the tourist experience (e.g. audio or video content creation)]

- “Marketing”, STTs in this domain are used at different stages of the tourist’s journey. They are of three types: [“Pre-Consumption”: STTs used in the stage where tourists engage in the decision-making process (e.g. selecting and booking the destination and corresponding touristic services); “Consumption”: STTs used in the consumption stage, where tourists enjoy the preselected touristic services; “Post-Consumption”: STTs used in the stage where tourists act as influencers or further users (e.g. sharing feelings raised and/or contents created during the consumption stage)]
- “Management & Operations”, STTs in this domain assist in various aspects of the tourism offer. They are of four types: [“Design of Tourism Products”: STTs aimed at helping in the creation of touristic offer (e.g. B2B platforms helping build tourism packages); “Deployment of Tourism Products”: STTs that assist in the deployment of touristic offer (e.g. Online Booking and Payment Platforms); “Operation of Tourism Products”: STTs that assist in the operation of touristic offer (e.g. Crowd Management Tools); “Maintenance/Evolution of Tourism Products”: STTs that help in the evaluation and decision making regarding the existing touristic offer (e.g. Data Analytics Tools)]

A Smart Tourism Tool (STT) can be classified under multiple types within a single domain or across different domains. However, there is an exception for the domain ‘(Part of) the touristic offer’. In this domain, an STT must be classified under one and only one type.

The following are examples of STT classification. Each example is previously labelled with "###EXAMPLE###".

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Attempt 3

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** These STTs enhance the tourist experience. They fall into three types:
 - Fully Digital Experience: STTs that create tourism experiences in the virtual world (e.g., Virtual Tours)
 - Partial Digital Experience: Core STTs that enable or enrich the tourist experience in the real world (e.g., Augmented Reality Tours)
 - Building Block: Tools that support the enrichment of the tourist experience (e.g., audio or video content creation)
2. **Marketing:** These STTs are used at different stages of the tourist’s journey. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services)
 - Consumption: STTs used during the consumption stage, where tourists enjoy the preselected touristic services
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage)

3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
- Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages)
 - Deployment of Tourism Products: STTs that assist in the deployment of the touristic offer (e.g., Online Booking and Payment Platforms)
 - Operation of Tourism Products: STTs that assist in the operation of the touristic offer (e.g., Crowd Management Tools)
 - Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools)

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

In the following sections, you will find examples of STT classifications. Each example is labeled with "**###EXAMPLE###**". After the examples, you will find solutions that need to be classified according to the taxonomy. These are tagged with "**###Classification###**". For each solution, you should provide the domain(s) of application(s) and the respective STT type(s).

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Attempt 4

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** These STTs enhance the tourist experience. They fall into three types:
 - Fully Digital Experience: STTs that create tourism experiences in the virtual world (e.g., Virtual Tours)
 - Partial Digital Experience: Core STTs that enable or enrich the tourist experience in the real world (e.g., Augmented Reality Tours)
 - Building Block: Tools or solutions that serve as the foundation or steppingstones towards creating a personalized tourist experience. These tools are not standalone experiences, but rather components or elements that, when combined or utilized effectively by the user, can lead to a unique and fulfilling tourist experience. (e.g., audio or video content creation)
2. **Marketing:** These STTs are used at different stages of the tourist's journey. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services)
 - Consumption: STTs used during the consumption stage, where tourists enjoy the preselected touristic services
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage)
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:

- Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages)
- Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. Tools help bring the tourism product to the customer. (e.g., Online Booking and Payment Platforms)
- Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it. (e.g., Crowd Management Tools)
- Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools)

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

In the following sections, you will find examples of STT classifications. Each example is labeled with "###EXAMPLE###". After the examples, you will find solutions that need to be classified according to the taxonomy. These are tagged with "###Classification###". For each solution, you should provide the domain(s) of application(s) and the respective STT type(s).

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Attempt 5

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** These STTs enhance the tourist experience. They fall into three types:
 - Fully Digital Experience: STTs that create tourism experiences in the virtual world (e.g., Virtual Tours)
 - Partial Digital Experience: Core STTs that enable or enrich the tourist experience in the real world (e.g., Augmented Reality Tours)
 - Building Block: Are the raw materials or tools, and the user is the one who puts them together to create their own unique tourist experience. They offer flexibility and customization, allowing each user to tailor their experience to their own preferences and interests. (e.g., audio or video content creation)
2. **Marketing:** These STTs are used at different stages of the tourist's journey. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services)
 - Consumption: STTs used during the consumption stage, where tourists enjoy the preselected touristic services
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage)
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
 - Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages)

- Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. **This is a technology that makes the tourist experience available to the tourist but does not constitute it.** (e.g., Online Booking and Payment Platforms)
- Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it. (e.g., Crowd Management Tools)
- Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools)

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

In the following sections, you will find examples of STT classifications. Each example is labeled with "**###EXAMPLE###**". After the examples, you will find solutions that need to be classified according to the taxonomy. These are tagged with "**###Classification###**". For each solution, you should provide the domain(s) of application(s) and the respective STT type(s).

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Attempt 6

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** These STTs enhance the tourist experience. They fall into three types:
 - Fully Digital Experience: **STTs that are ready to use and don't need customization by the tour operator and that create tourist experiences in the virtual world** (e.g., Virtual Tours).
 - Partial Digital Experience: **STTs that are ready to use and don't need customization by the tour operator and that enable or enrich the tourist experience in the real world** (e.g., Augmented Reality Tours).
 - Building Block: **STTs that are not ready to use and need customization by the tour operator.** Are the raw materials or tools, and the user is the one who puts them together to create their own unique tourist experience. They offer flexibility and customization, allowing each user to tailor their experience to their own preferences and interests. (e.g., audio or video content creation).
2. **Marketing:** These STTs are used at different stages of the tourist's journey. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services).
 - Consumption: STTs used during the consumption stage, where tourists enjoy the preselected touristic services.
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage).
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
 - Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).

- Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. This is a technology THAT MAKES THE TOURIST EXPERIENCE AVAILABLE TO THE TOURIST BUT DOES NOT HELP TO MANAGE THE FUNCTIONING OF THE TOURIST EXPERIENCE (e.g., Online Booking and Payment Platforms).
- Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it (e.g., Crowd Management Tools).
- Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

In the following sections, you will find examples of STT classifications. Each example is labeled with "###EXAMPLE###". After the examples, you will find solutions that need to be classified according to the taxonomy. These are tagged with "###Classification###". For each solution, you should provide the domain(s) of application(s) and the respective STT type(s).

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Attempt 7

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** STTs in this domain are integral components of a tourist service or product, directly contributing to the enhancement of the tourist's experience during the actual activity or event. These tools are not merely facilitators or managers of the experience but are embedded within the experience itself. This domain fall into three types:
 - Fully Digital Experience: STTs that are ready-to-use and don't require any customization by the tour operator can directly enhance a user's experience during a tourist activity or event. They concentrate on the actual experience, providing virtual world experiences (e.g., Virtual Tours).
 - Partial Digital Experience: STTs that are ready-to-use and don't require any customization by the tour operator can directly enhance a user's experience during a tourist activity or event. They concentrate on the actual experience, enabling or enriching the tourist experience in the real world (e.g., Augmented Reality Tours).
 - Building Block: These STTs aren't ready-to-use tourist services or products and enhance the user's experience not directly. They need some operator work, even if it's minimal. They can be raw materials or tools for creating unique experiences, offering customization for each tourist to tailor their experience. (e.g., audio or video content creation).
2. **Marketing:** STTs in this domain have as primary aim directly marketing, e.g., a form of advertising that communicates a promotional message directly to a potential customer. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services).
 - Consumption: STTs used during the consumption stage, where tourists enjoy the preselected touristic services.

- Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage).
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
- Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. This is a technology THAT MAKES THE TOURIST EXPERIENCE AVAILABLE TO THE TOURIST BUT DOES NOT HELP TO MANAGE THE FUNCTIONING OF THE TOURIST EXPERIENCE (e.g., Online Booking and Payment Platforms).
 - Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it (e.g., Crowd Management Tools).
 - Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

In the following sections, you will find examples of STT classifications. Each example is labeled with **“###EXAMPLE###”**. After the examples, you will find solutions that need to be classified according to the taxonomy. These are tagged with **“###Classification###”**. For each solution, you should provide the domain(s) of application(s) and the respective STT type(s).

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Attempt 8

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** STTs in this domain are integral components of a tourist service or product, directly contributing to the enhancement of the tourist's experience during the actual activity or event. These tools are not merely facilitators or managers of the experience **and is mandatory to be** embedded within the experience itself. This domain fall into three types:
 - Fully Digital Experience: STTs that are ready-to-use and don't require any customization by the tour operator can directly enhance a user's experience during a tourist activity or event. They concentrate on the actual experience, providing virtual world experiences (e.g., Virtual Tours).
 - Partial Digital Experience: STTs that are ready-to-use and don't require any customization by the tour operator can directly enhance a user's experience during a tourist activity or event. They concentrate on the actual experience, enabling or enriching the tourist experience in the real world (e.g., Augmented Reality Tours).
 - Building Block: These STTs aren't ready-to-use tourist services or products and enhance the user's experience not directly. They need some operator work, even if it's minimal. They can be raw materials or tools for creating unique experiences, offering

customization for each tourist to tailor their experience. (e.g., audio or video content creation).

2. **Marketing:** STTs in this domain have as primary aim directly marketing, e.g., a form of advertising that communicates a promotional message directly to a potential customer. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services).
 - Consumption: STTs for directly marketing and used during the consumption stage, when are tourists enjoying the preselected touristic services.
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage).
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
 - Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. This is a technology THAT MAKES THE TOURIST EXPERIENCE AVAILABLE TO THE TOURIST BUT DOES NOT HELP TO MANAGE THE FUNCTIONING OF THE TOURIST EXPERIENCE (e.g., Online Booking and Payment Platforms).
 - Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it (e.g., Crowd Management Tools).
 - Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

In the following sections, you will find examples of STT classifications. Each example is labeled with "###EXAMPLE###". After the examples, you will find solutions that need to be classified according to the taxonomy. These are tagged with "###Classification###". For each solution, you should provide the domain(s) of application(s) and the respective STT type(s).

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Attempt 9

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** STTs in this domain are integral components of a tourist service or product, directly contributing to the enhancement of the "on-site tourist's experience", e.g. it specifically excludes any pre-tasks or preparatory activities such as research, planning, booking, and travel arrangements. These pre-tasks, while important for the overall travel process, are not considered part of the on-site tourist experience as they do not directly contribute to the experiences during the actual tourist activities. This domain fall into three types:

- Fully Digital Experience: STTs that are ready-to-use, don't require any customization by the tour operator, and can directly enhance **an on-site tourist's experience by providing** virtual world experiences (e.g., Virtual Tours).
 - Partial Digital Experience: STTs that are ready-to-use, don't require any customization by the tour operator, and can directly enhance **an on-site tourist's experience by** enabling or enriching the **on-site tourist's** experience in the real world (e.g., Augmented Reality Tours).
 - Building Block: These STTs aren't ready-to-use tourist services or products and enhance the **on-site tourist's** experience not directly. They need some operator work, even if it's minimal. They can be raw materials or tools for creating unique experiences, offering customization for each tourist to tailor their experience. (e.g., audio or video content creation).
2. **Marketing:** STTs in this domain have as primary aim directly marketing, e.g., a form of advertising that communicates a promotional message directly to a potential customer. They fall into three types:
- Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services).
 - Consumption: STTs for directly marketing and used during the consumption stage, when are tourists enjoying the preselected touristic services.
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage).
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
- Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. This is a technology THAT MAKES THE TOURIST EXPERIENCE AVAILABLE TO THE TOURIST BUT DOES NOT HELP TO MANAGE THE FUNCTIONING OF THE TOURIST EXPERIENCE (e.g., Online Booking and Payment Platforms).
 - Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it (e.g., Crowd Management Tools).
 - Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

Upcoming messages present STT classification examples, marked as '###EXAMPLE###'. Post examples, solutions requiring taxonomy-based classification are tagged '###Classification###'. For each solution, specify application domain(s) and corresponding STT type(s).

This message is only used for context and does not require a response.

Attempt 10

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** STTs in this domain are integral components of a tourist service or product, directly contributing to the enhancement of the “on-site tourist’s experience”. *This domain is reserved for tools that enhance the tourist’s experience while they are actively engaged in the tourist activities. It does not cover tools used for preparation or organization of these activities.* This domain fall into three types:
 - Fully Digital Experience: STTs that are ready-to-use, don’t require any customization by the tour operator, and can directly enhance an on-site tourist’s experience by providing virtual world experiences (e.g., Virtual Tours).
 - Partial Digital Experience: STTs that are ready-to-use, don’t require any customization by the tour operator, and can directly enhance an on-site tourist’s experience by enabling or enriching the on-site tourist’s experience in the real world (e.g., Augmented Reality Tours).
 - Building Block: These STTs aren’t ready-to-use tourist services or products and enhance the on-site tourist’s experience not directly. They need some operator work, even if it’s minimal. They can be raw materials or tools for creating unique experiences, offering customization for each tourist operator to tailor their experience. (e.g., audio or video content creation).
2. **Marketing:** STTs in this domain have as primary aim directly marketing, e.g., a form of advertising that communicates a promotional message directly to a potential customer. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services).
 - Consumption: STTs for directly marketing and used during the consumption stage, when are tourists enjoying the preselected touristic services.
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage).
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
 - Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. This is a technology THAT MAKES THE TOURIST EXPERIENCE AVAILABLE TO THE TOURIST BUT DOES NOT HELP TO MANAGE THE FUNCTIONING OF THE TOURIST EXPERIENCE (e.g., Online Booking and Payment Platforms).
 - Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it (e.g., Crowd Management Tools).
 - Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

Upcoming messages present STT classification examples, marked as '###EXAMPLE###'. Post examples, solutions requiring taxonomy-based classification are tagged '###Classification###'. For each solution, specify application domain(s) and corresponding STT type(s).

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Attempt 11

In this discussion, the tourist's experience pertains solely to the Engagement Phase. The tourist's active participation in the activity, not its planning or organization.

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1. **(Part of) the touristic offer:** STTs in this domain are integral components of a tourist service or product, directly contributing to the enhancement of the "on-site tourist's experience". This domain is reserved for tools that enhance the tourist's experience while they are actively engaged in the tourist activities. It does not cover tools used for preparation or organization of these activities. This domain fall into three types:
 - Fully Digital Experience: STTs that are ready-to-use, don't require any customization by the tour operator, and can directly enhance the tourist's engagement phase by providing virtual world experiences (e.g., Virtual Tours).
 - Partial Digital Experience: STTs that are ready-to-use, don't require any customization by the tour operator, and can directly enhance the tourist's engagement phase by enabling or enriching the tourist's experience in the real world (e.g., Augmented Reality Tours).
 - Building Block: STTs are not ready-made services. They require operator effort and serve as materials for crafting unique experiences, allowing customization. Their aim is to enhance tourist experiences, not to invent new operational tools for the tourism industry. (e.g., audio or video content creation).
2. **Marketing:** STTs in this domain have as primary aim directly marketing, e.g., a form of advertising that communicates a promotional message directly to a potential customer. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic services).
 - Consumption: STTs for directly marketing and used during the consumption stage, when are tourists enjoying the preselected touristic services.
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage).
3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
 - Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. This is a technology THAT MAKES THE TOURIST EXPERIENCE AVAILABLE

TO THE TOURIST BUT DOES NOT HELP TO MANAGE THE FUNCTIONING OF THE TOURIST EXPERIENCE (e.g., Online Booking and Payment Platforms).

- Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it (e.g., Crowd Management Tools).
- Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

Upcoming messages present STT classification examples, marked as '###EXAMPLE###'. Post examples, solutions requiring taxonomy-based classification are tagged '###Classification###'. For each solution, specify application domain(s) and corresponding STT type(s).

This message is only used for context and does not require a response.

Attempt 12

In this discussion, the tourist's experience pertains solely to the Engagement Phase. The tourist's active participation in the activity, not its planning, organization or deployment.

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** STTs in this domain directly contributing to the enhancement of the tourist's engagement phase. This domain is reserved for tools that enhance tourist's active participation in the activities, not its planning, organization or deployment. This domain fall into three types:
 - Fully Digital Experience: STTs that are ready-to-use, don't require any customization by the tour operator, and can directly enhance the tourist's engagement phase by providing virtual world experiences (e.g., Virtual Tours).
 - Partial Digital Experience: STTs that are ready-to-use, don't require any customization by the tour operator, and can directly enhance the tourist's engagement phase by enabling or enriching the tourist's experience in the real world (e.g., Augmented Reality Tours).
 - Building Block: STTs that are not ready-made services. The tourist operator must undertake certain tasks, which could range from minor to more demanding, to cater to their requirements. Their aim is to enhance tourist experiences, not to invent new operational tools for the tourism industry. (e.g., audio or video content creation).
2. **Marketing:** STTs in this domain have as primary aim directly marketing, e.g., a form of advertising that communicates a promotional message directly to a potential customer. They fall into three types:
 - Pre-Consumption: STTs used by the tourists in the decision-making process (e.g., selecting and booking the destination and corresponding touristic activities).
 - Consumption: STTs for directly marketing and used during the consumption stage, when are tourists enjoying the preselected touristic activities.
 - Post-Consumption: STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the consumption stage).

3. **Management & Operations:** These STTs assist in various aspects of the tourism offer. They fall into four types:
- Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - Deployment of Tourism Products: STTs that aid in making the touristic offerings available to the tourists. This is a technology THAT MAKES THE TOURIST **ACTIVITIES** AVAILABLE TO THE TOURIST BUT DOES NOT HELP TO MANAGE THE FUNCTIONING OF THE TOURIST EXPERIENCE (e.g., Online Booking and Payment Platforms).
 - Operation of Tourism Products: STTs that assist in the actual functioning or management of the touristic offerings. Tools that help manage the tourism product once the customer is engaged with it (e.g., Crowd Management Tools).
 - Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

An STT can fall under multiple types within a single domain or across different domains. However, there is an **exception** for the domain '(Part of) the touristic offer'. In this domain, an STT must fall under **one and only one type**.

Upcoming messages present STT classification examples, marked as '####EXAMPLE####'. Post examples, solutions requiring taxonomy-based classification are tagged '####Classification####'. For each solution, specify application domain(s) and corresponding STT type(s).

This message is only used for context and does not require a response.

Attempt 13

Taxonomy updated

In this discussion, the tourist's experience pertains solely to the Engagement Phase. The tourist's active participation in the activity, not its planning, organization, or deployment.

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** This domain is reserved for tools that enhance the "Tourist's Experience" and the "Tourist Experience Lifecycle Management". This domain fall into two types, each of which is subdivided into three types:
 - **Tourist Experience:** STTs that directly enhance the tourist's engagement phase, e.g., the tourist's active participation in the activity, not its planning, organization, or deployment.
 - **Tourist Experience Lifecycle Management:** STTs that enhance the planning, organization, or deployment of tourist activities (e.g., a hotel app for booking services). They could include tools for booking, payment, deployment, feedback collection, etc.

Tools with features in both subcategories should be classified by their main function or impact. Both subcategories of this domain have the following subcategories. The only difference is the purpose for which they are used:

- **Fully Digital Experience:** STTs that are ready-to-use, don't require any customization by the tourist operator and provide virtual world experiences.

- **Partial Digital Experience:** STTs that are ready-to-use, don't require any customization by the tourist operator, and enables or enrich experiences in the real world.
 - **Building Block:** STTs that are not ready-made services. The tourist operator must undertake certain tasks, which could range from minor to more demanding, to cater to their requirements.
2. **Marketing:** STTs that have as primary aim direct marketing, e.g., communicates a promotional message directly to a potential customer. They fall into three types:
 - **Pre-Consumption:** STTs aid in direct marketing or booking services for tourists not yet engaged in activities. (e.g., choosing and booking the destination and related tourist activities.).
 - **Consumption:** STTs for direct marketing and used during the consumption stage, when are tourists enjoying touristic activities.
 - **Post-Consumption:** STTs used after the consumption stage, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the tourist's activity).
 3. **Management & Operations:** These STTs assist in various aspects of the tourism offer and are used by the tourist operators. Not by tourists. They fall into four types:
 - **Design of Tourism Products:** STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - **Deployment of Tourism Products:** These STTs directly aid tourist activity access without managing it, excluding mere redirection to these tools (e.g., Online Booking and Payment Platforms).
 - **Operation of Tourism Products:** STTs that help assisting in the actual functioning or management of the touristic offerings once the customer is engaged with them (e.g., Crowd Management Tools).
 - **Maintenance/Evolution of Tourism Products:** STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

In the "(Part of) the touristic offer" domain, each STT must fall into either "Tourist Experience" or "Tourist Experience Lifecycle Management", but not both. Similarly, within these types, an STT must belong to only one subcategory: Fully Digital Experience, Partial Digital Experience, or Building Block.

Future messages will show STT classification examples, labeled '###EXAMPLE###'. After these, solutions needing taxonomy classification are marked '###Classification###'. For each solution, identify its application domain(s), STT type(s), and sub STT type(s), if any.

This message provides context and doesn't need a reply.

Attempt 14

In this discussion, the tourist's experience pertains solely to the Engagement Phase. The tourist's active participation in the activity, not its planning, organization, or deployment.

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** This domain is reserved for tools that enhance the “Tourist’s Experience” and the “Tourist Experience Lifecycle Management”. This domain fall into two types, each of which is subdivided into three types:

- **Tourist Experience:** STTs that directly enhance the tourist’s engagement phase, e.g., the tourist’s active participation in the activity. *It does not include the planning, organization, or execution of the activity or futures activities.*
- **Tourist Experience Lifecycle Management:** STTs that enhance the planning, organization, or deployment of tourist activities (e.g., a hotel app for booking services). They could include tools for booking, payment, deployment, feedback collection, etc.

Tools with features in both subcategories should be classified by their main function or impact. Both subcategories of this domain have the following subcategories. The only difference is the purpose for which they are used:

- Fully Digital Experience: STTs that are ready-to-use, don’t require any customization by the tourist operator and provide virtual world experiences.
 - Partial Digital Experience: STTs that are ready-to-use, don’t require any customization by the tourist operator, and enables or enrich experiences in the real world.
 - Building Block: STTs that require tourist operators to perform certain tasks, which could range from minor to more demanding, to meet their needs. If the selling company performs these tasks, the STT doesn't belong in this category.
2. **Marketing:** STTs that have as primary aim direct marketing, e.g., communicates a promotional message directly to a potential customer. They fall into three types:
 - Pre-Consumption: STTs aid in direct marketing or booking services for tourists not yet engaged in activities. (e.g., choosing and booking the destination and related tourist activities.).
 - Consumption: STTs for direct marketing and used during the consumption stage, when are tourists enjoying touristic activities.
 - Post-Consumption: STTs used after the touristic activities, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the tourist’s activity).
 3. **Management & Operations:** These STTs assist in various aspects of the tourism offer and are used by the tourist operators. Not by tourists. They fall into four types:
 - Design of Tourism Products: STTs that help create the touristic offer (e.g., B2B platforms helping build tourism packages).
 - Deployment of Tourism Products: *STTs aid in directly accessing tourist activities, not managing them (e.g., Online Booking and Payment Platforms). Redirecting to other tools/sites isn't considered “accessing” neither a digital representation of an activity.*
 - Operation of Tourism Products: STTs that help assisting in the actual functioning or management of the touristic offerings once the customer is engaged with them (e.g., Crowd Management Tools).
 - Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

In the “(Part of) the touristic offer” domain, each STT must fall into either “Tourist Experience” or “Tourist Experience Lifecycle Management”, but not both. Similarly, within these types, an STT must belong to only one *of its subcategories.*

STT classification examples are labeled '###EXAMPLE###'. Solutions needing taxonomy classification are marked '###Classification###'. For each solution, identify its application domain(s), STT type(s), and sub STT type(s), if any.

This message provides context and doesn't need a reply.

Attempt 15

In this discussion, the tourist's experience pertains solely to the Engagement Phase. The tourist's active participation in the activity, not its planning, organization, or deployment.

Smart Tourism Tools (STTs) are digital tools that benefit all stakeholders in the tourism industry. They focus on the tourist and the destination, aiming at sustainable development. We categorize STTs into three domains:

1. **(Part of) the touristic offer:** This domain is reserved for tools that enhance the “Tourist’s Experience” and the “Tourist Experience Lifecycle Management”. This domain fall into two types, each of which is subdivided into three types:
 - **Tourist Experience:** STTs that directly enhance the tourist’s engagement phase, e.g., the tourist’s active participation in the activity. It does not include the planning, organization, or execution of the activity or futures activities.
 - **Tourist Experience Lifecycle Management:** STTs that enhance the planning, organization, or deployment of tourist activities (e.g., a hotel app for booking services). They could include tools for booking, payment, deployment, feedback collection, etc.

Tools with features in both subcategories should be classified by their main function or impact. Both subcategories of this domain have the following subcategories. The only difference is the purpose for which they are used:

- Fully Digital Experience: STTs that are ready-to-use, don’t require any customization by the tourist operator and provide virtual world experiences.
 - Partial Digital Experience: STTs that are ready-to-use, don’t require any customization by the tourist operator, and enables or enrich experiences in the real world.
 - Building Block: STTs that require tourist operators to perform **development** tasks, which could range from minor to more demanding, to meet their needs. If the selling company performs these tasks, the STT doesn't belong in this category.
2. **Marketing:** STTs **primarily for reservation services or direct marketing (i.e., sending promotional messages to potential customers)**. They are divided into three types:
 - Pre-Consumption: STTs aid in reservation services or direct marketing for tourists not yet engaged in activities. (e.g., choosing and booking the destination and related tourist activities.).
 - Consumption: STTs for direct marketing and used during the consumption stage, when are tourists enjoying touristic activities.
 - Post-Consumption: STTs used after the touristic activities, where tourists act as influencers or further users (e.g., sharing feelings raised and/or contents created during the tourist’s activity).
 3. **Management & Operations:** These STTs assist in various aspects of the tourism offer and are used by the tourist operators. Not by tourists. They fall into four types:
 - Design of Tourism Products: STTs that help create the touristic offer (e.g., **B2B tools for creating tour packages**).

- Deployment of Tourism Products: STTs, such as booking or payment platforms, that enable direct acquisition of tourism activities. They enable tourists to secure their participation in the tourism activities. However, tools that redirect to these services, or enhance or manage the experience are not included.
- Operation of Tourism Products: STTs that help assisting in the actual functioning or management of the touristic offerings once the customer is engaged with them (e.g., Crowd Management Tools).
- Maintenance/Evolution of Tourism Products: STTs that help evaluate and make decisions regarding the existing touristic offer (e.g., Data Analytics Tools).

In the “(Part of) the touristic offer” domain, each STT must fall into either “Tourist Experience” or “Tourist Experience Lifecycle Management”, but not both. Similarly, within these types, an STT must belong to only one of its subcategories.

STT classification examples are labeled '###EXAMPLE###'. Solutions needing classification are marked '###Classification###'. For each solution, identify its application domain(s), STT type(s), and sub STT type(s), if any.

This message provides context and doesn't need a reply.