





Best practices: ICT for Tourist Visitor Centers

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DRIVERS OF CHANGE IN TOURISM

- **Demographics** growth of 'millenials' and 'generation Z'
- Social values shift toward post-materialism
- **Technology** shift to the online world















CHANGING ROLE OF TOURISM VISITOR CENTERS

From: Information providers





















STORIES

Possible VC themes:

- People stories
- Place stories
- Product stories

VC examples:

- PP Kopački rit
- Međimurje malo,
 Čakovec
- Visit Dublin
- Rampion Wind Farm
- Farm Wisconsin
 Discovery Center
- The Arc
- Stonehenge

Possible VC themes: Varaždin County

- Arboretum Opeka –
 Old seeds vault –
 Story of food
- Castles lives of noble families
- A time machine trip through history
- •

Possible VC themes: Nagykanizsa and Csurgó Districs

- Arboretums and gardens
- Castles lives of noble families
- Historical figures
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TECHNOLOGIES

- Virtual reality (VR) allows users to immerse themselves in a digital world
- Artificial intelligence (AI) systems programmed to produce lifelike exchanges with people
- Hologram technology 3-D projections of people or objects
- **Touchscreen, QR codes** tapping or swiping at a screen or screening with camera to access information
- Digital displays, video walls, projections,













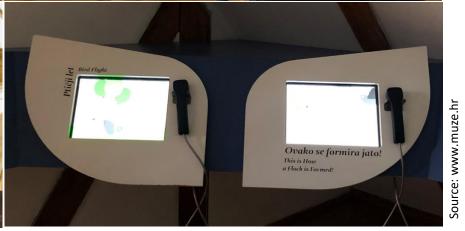


Nature park Kopački rit, CRO























Međimurje malo, CRO























Stonehenge, Engleska























Centre, Irska **Dublin Visitor**























Wisconsin Farm Discovery, SAD







Source: www.electrosonic.om; www.farmwisconsin.org;















Nadam se da je bilo informativno i zabavno!

Hvala na pažnji

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