

Smart City Guide Developments and Transformations

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Abstract: Nowadays, mobile phones are a needful part of people's lives. There is a continuous rise in the number of mobile computing applications, concentrating on the people's daily life. In such applications, location dependent systems have been detected as a significant application. Such an application which presents the architecture and implementation of such a location is commonly known as Smart City Guide. The main motive of the project is to explore how to realize a mobile city guide using the Android platform, including a prototype of the city guide. The project uses the research method design science. Through designing and implementing an artifact (that is prototype of city guide), the goal project is reached. Finally, the project is assessed in four aspects including platform evaluation, general functional evaluation, scenario evaluation and non-functional evaluation. The prototype implemented includes basic functionalities of city guides such as showing the map, locating points of interest (POIs). Beside, the project has inspected how to combine present technologies like Google Map and the phone application into the prototype. The app comforts a new native in a city by showing information of all the nearby sites that can be used for public access. Sites include Hospital Services, Police Station, Main Attraction Of City, Famous Restaurants. As well, the project has investigated non-functional aspects including extendibility, tolerability, and usability. Overall, the project presents a comprehensive unrealized city guide on the new mobile Android platform.

Keywords: Artifact, Android platform, Extendibility, Ecosystem, Vulnerabilities.