Index

Abhaneri Festival, 246 Advanced Commercial Vehicle Operation (ACVO), 50–51 Advanced Traveller Information Systems (ATIS), 50–51	food safety and transparency, 199 nutraceuticals, 198 personalised nutrition, 198–199 plastic-free and smart packaging, 200
Advanced Vehicle Control Systems (AVCS), 50–51	Attitudes, 63–64 Augmented reality (AR), 51, 116–117
Aeroplanes, 52	technology in promotion of Dublin
Agriculture, 27–28	City, 121
Airbnb, 149	Authenticity, 240–241
Airline companies, 11	Author citation analysis, 183
Alexa, 162	Automated temperature control
Algae, 197	systems, 52
Alibaba Tmall Genie, 161–162	Automatic speech recognition (ASR),
Alizarin, 201	161–162
Allset, 8	Automation systems, 176–177
Alternative proteins, 196–197	Autonomous agents, 5
Amadeus, 133	Aviation, IoT in, 52–53
Amazon Echo, 161-162	
Amazon Web Services (AWS), 7-8	Baneshwar Fair in Dungarpur, 245
ANOVA analysis, 89–90	Bee Colony algorithm, 44
Anthropomorphism, 62	Begpacking, 212
Antinatalists, 232–233	Behavioural attitude, 63-64
Apple HomePod, 161–162	Behavioural intention, 63–64
Apple's Siri, 161–162	Beverage industries, IoT in, 27–28
ARPANET, 133–134	Big data, 53, 104–105
Artificial intelligence (AI), 4, 55, 62,	Binder Jetting (BJ), 84
176–177	Bing, 103
case study, 13–14	Bionic bars, 53–54
in events, 12–13	BLive tour company, 148–150
in hotels, 6–7	Blockchain technology, 196
in restaurants, 7–8	Bluetooth, 26–27
in tourism, 5–13	Booking agents, 101
in transportation organisations,	Booking.com, 108–109
9–12	BRE Hotels and Resorts, 54
in travel organisations, 9	British Museum, 105
Travel Planners, 9	C
voice assistants, 161–162	Case study method, 194–195
Artificial meat, 197–200	Catering industry in China, 8

Chatbots, 5, 9	Double Income No Kids (DINK), 232
Childfree, 231–232	P1 4 140 140
zones, 233	e-Bike tours, 148–149
Cloud-based smart restaurant	E-destinations, 104–105
management systems, 7–8	E-hospitality, 106–107
Comprehensibility 241 242	E-tourism, 98
Comprehensibility, 241–242	case of different countries, 101 consumer satisfaction, 107
Computer reservation systems (CRSs), 99	E-destinations, 104–105
Computers, 160	E-hospitality, 106–107
Consumer satisfaction, 107	E-nospitanty, 100–107 E-tours, 104
Conversational systems, 5	E-TripAdvisor, 103
Covid-19 pandemic, 135, 178	4G/5G use, 106
Crickets, 197	mobile technology adoption,
Cruise companies, 53	105–106
Cruise industry, IoT in, 53–54	multimedia technology, 105
Cruise lines, 9–10	or digitisation of travel and tourism
Curiosity, 241–242	sector, 102
curiosity/interest behaviour, 73	OTAs, 103–104
Customised food products for	social media, 106
consumers, 82	tourism in India, 100–101
Cutting-edge technologies, 99	trends, 103
	virtual museum, 105
Decision-making, 4	web-based, 103
Delta Airlines, 12	E-tours, 104
Destination Integrated Computerised	E-TripAdvisor, 103
Information Reservation	EasyJet, 54
Management Systems	Edible insects, 197
(DICIRMS), 104	Electric vehicles (EVs), 144
Destination management system	adoption, 147
(DMS), 104	challenges, 147–148
Destinations, 104	contributions, 150–151
IoT technologies in, 50–51	Electronic commerce, 99–100
Digital Concierge Program, 50–51	Electronic menus, 195
Digital food management, 196	Electronic Toll Collection Systems
Digital storytelling, 241–242	(ETC), 50–51
Digital systems, 195	Empowering women, 260
Digital technologies, 195	Enjoyment/satisfaction, 73
Digital transformation, 132–133	Entomophagy, 197
Digital voice assistants, 161–162	Environmentally friendly and
Digitalisation, 134, 194–195	sustainable technology, 83
Digital–physical hybrids, 5–6	Events, AI in, 12–13
Digitisation of travel and tourism	Extended reality (XR), 116, 120–121
sector, 102	East to East Dahettin Ainment 0
Disney's MagicBand, 52	Face-to-Face Robots in Airports, 9
Document technique, 180	Facebook, 106, 133–134

Facial recognition technology, 6	Gross domestic product (GDP),
Family tourism, 231–234	100–101
Female travellers, 210	
Festivals, 240–241	Healthcare, 27–28
Firms, 177–178	Henn-na Hotel, 7, 62
Flightkeys, 12	Hierarchical Code-Subcode Model, 66
FlyZoo Hotel, 6	HoloLens, 119
Food industry, 82	HoloTour, 122
IoT in, 27–28	Hospitality, 4, 194
Food management, 196	IoT technologies in, 51–52
Food production, 194	Hotels, AI in, 6–7
Food safety, 199	HTTP protocol, 133–134
Food supply chain, 34–36	Human-computer interaction (HCI),
Food waste, 31	161
Forecasting tools, 5	Human-robot interaction, 65
4G/5G use, 106	
Freestyle Cruising, 53–54	Identity, 240
Fused Deposition Modelling (FDM),	iN2015 initiative, 50–51
84	Independent samples T-test, 88
	India, tourism in, 100-101, 107, 109
Galileo, 133	Influencers, 132–133
Gastronomy industry, 176, 194	Information and communication
case study, 179	technologies (ICTs), 5, 55,
findings, 180–186	98, 117–118, 142
methodology, 179-180	Information Technology (IT), 98,
service robots in, 177–179	147–148
technology in, 176-177	Ink Jet Printing, 84
Gender equality, 259–261	Instagram, 133–134
Gender-based discrimination, 260	Institution citations network, 185–186
Gender-based risks, 213	Intelligent devices, 50
Generation PANK/PUNK, 227	Intelligent personal assistants, 161–162
Global distribution systems (GDSs),	Intelligent tourism destinations, 5
99, 103–104	Intelligent virtual assistants, 161–162
Global tourism, 99	Internet Booking Portals, 103
Goa	Internet of Everything (IoE), 55
BLive on, 150	Internet of Things (IoT), 11, 26–27, 50,
challenges of EV and e-bikes in,	145, 160
150	analysis of data, 29–30
Goa Tourism Development	in aviation, 52–53
Corporation (GTDC), 151	best practice sample, 28
Google, 103, 160–161	case study, 31, 44, 54
Google Assistant, 162	in cruise industry, 53–54
Google Home, 161–162	in food and beverage industries,
Google Scholar, 180	27–28
Gothenburg, Sweden-Smart City, 54	food supply chain, 34–36
Grasshoppers, 197	IoT-based systems, 26

material/method, 28-29 Metropolitan Museum of Art, 105 results, 30-31 Microsoft, 103 sampling and data collection Mixed reality (MR), 116, 119–120 process, 29 application in tourism, 122 Mobile technology adoption, 105-106 smart and sustainable agriculture, 37-40 Mobility, 142 technologies in hospitality, 51-52 Mosaic Netscape, 133-134 technologies in tourism and Motivations, 211 destinations, 50-51 MSC Cruises, 10 waste management, 41-43 Multimedia technology, 105 Internet-based electronic commerce, 99-100 NADIA, 52 Natural language processing (NLP), 161 - 162Jawai Bandh, 245–246 Jawai Leopard Safari, 245–246 Network speeds, 98–99 Journal citation analysis, 184-185 New food structuring, 83 New techs and trends in food, 195–197 Kaiser-Meyer-Olkin value (KMO 3D food printers, 196 algae, 197 value), 87–88 Keywords, 186 alternative proteins, 196-197 Kitchen, 27–28 artificial meat, 197-200 Know your model (KYM), 84 case study, 200-201 Knowledge representation, 4 digital food management, 196 Kolayat Festival and Fair, Bikaner, edible insects, 197 246 restaurant digisation, 195 NFC, 26-27 Language translation applications, 5 tags, 51 Language-agnostic application, 51 Non-traditional family tourism, Layered Stack Modelling, 84 233-234 Leiper's model, 142 Not Mothers (NoMos), 231 Leopard tracking, 245–246 Nutraceuticals, 198 Li-Fi, 26-27 LinkedIn, 133-134 Online reservation systems, 103 Liquefied natural gas (LNG), 13-14 Online tourist reviews, 103 Louvre Museum, 105 Online Travel Agencies (OTAs), 103-104 M-tourism, 102 Open Data Trentino, 51 Machine learning (ML), 4 Operations, 148 Matsya Utsav Alwar, 245 Optimisation, 4 MAXQDA 2020 qualitative data Originality, 241–242 analysis programme, 30, 66 Mealworms, 197 Pay per view (PPV), 106 Meaningful travel, 211 Peer-to-peer (P2P), 214 Menus, 195 PepsiCo, 83 Perceived ease of use, 63-64 Metaheuristic algorithms, 4 #MeToo movement, 214 Perceived usefulness, 63–64

Personalisation techniques, 5	Regional fairs or festivals in
Personalised nutrition, 198-199	Rajasthan, 244–246
Photo/video-taking, 72	Regional festivals, 240-241
Pinterest, 133–134	Restaurants, 176–177
Planning, 4	AI in, 7–8
Plastic-free packaging, 200	digisation, 195
Population Matters (PM), 232–233	Return on investment (ROI), 13
Printing with binder liquids, 84	Robot chefs, 177
Production process, 83	Robotic technologies, 176–177
Professional aunts with no kids	Robots, 5–6, 64, 178
(PANK), 226	Royal Caribbean Cruises, 10–11,
case study, 227–231	13–14, 53
characteristics, 227	,
conceptual background, 226-227	'Sanbot Elf' service robot, 66
engagement guide, 229	Scopus, 180
family tourism, 231–234	Search engines, 98–99
principles, 228	Second-chance tourism, 120
types, 227	Selective Laser Sintering (SLS), 84
Professional uncles with no kids	Sensibility, 241–242
(PUNK), 226	Service robots, 62–63, 176
case study, 227–231	case study, 66–67
characteristics, 227	findings, 67
conceptual background, 226-227	in gastronomy industry, 177–179
family tourism, 231–234	interview questions, 67-71
Professional women/men, 226	methodology, 66-67
PubMed, 180	observational findings, 72-73
Pure digital systems, 5–6	technology acceptance model,
	63–66
QR codes, 51	Single Income No Kids (SINK), 232
QRC, 26–27	Small and medium-sized enterprises
Quantitative research method, 87	(SMEs), 99–100
	Smart and sustainable agriculture,
Rabari' people, 245–246	37–40
Radio-frequency identification	Smart apps, 145
(RFID), 26–27, 200	Smart Cruise Ecosystem (SCE), 55
Ramdevra Fair, Jaisalmer, 246	Smart data, 144–145
Ranakpur Jawai Bandh Utsav,	Smart governance and infrastructure,
245–246	145
Reality technologies, 116	Smart machines, 28
augmented reality, 116–117	Smart mobility, 142–143
case study, 121–122	adoption and promotion, 145–146
extended reality, 120–121	case study, 148–149
mixed reality, 119–120	challenges, 147–148
virtual reality, 117–119	factors, 147–148
Reasoning, 4	historical developments, 143
Recommender systems, 5	scope, 143–145

uses, 146–147	Thematic analysis, 151
Smart packaging, 200	Theory of reasoned action, 63–64
Smart tourism, 50–51, 136	Three-dimension (3D)
Smart transport, 144	advantages, 82–83
Smartphones, 160	case study, 86–87
Smithsonian National Museum of	comparison, 85
Natural History, 105	conceptual framework, 82–83
Snapchat, 133–134	findings, 87–90
Social change, 210	food printers, 196
Social media, 106	food printing technology, 82
channels, 132	literature review, 84–86
in tourism, 133–134	methods used in 3D food
Solo female travellers	processing, 83–84
case study, 211–217	printing technology, 82
literature review on, 210-211	Touch Business, 28
story, 211	Tour operators, 104
studies, 210-211, 214, 217	Tourism(see also Virtual tourism), 62,
Solo tourists, 216–217	98–99, 116, 142, 240
Solo travel, 256–258	AI in, 5–13
Solo travellers, 210	experiences, 145
Solutions, 194	in India, 100–101
Stakeholders, 137	IoT technologies in, 50-51
Starbucks, 8	marketing, 109
Stories, 240–241	social media in, 133-134
Storytelling, 247	virtuality in, 133
Subway Order Bot, 8	Tourists, 98
Supply chain management, 28, 44	Transmedia revolution, 243–244
Sustainability, 197–198	Transmedia storytelling, 240
Sustainable Development Goals	objectives of study, 243
(SDGs), 260	potential, 243–244
Sustainable tourism, 241–242	regional fairs or festivals in
Systematic literature reviews (SLRs),	Rajasthan, 244–246
28–29	relationship between regional
Systematic searches, 28–29	festival storytelling and
,	tourists' visit or revisit
Tablet computers, 7–8	intention, 247
Tacobot, 8	research methodology, 243
Tanbo R-1, 179	review of literature, 241–243
Tanbo R-2, 179	Transparency, 199
Teachability, 241–242	Transport capacity, 98–99
Technology, 62, 98–99, 194	Transportation organisations, 9–12
in gastronomy industry, 176–177	Travel blogs, 214
Technology acceptance model, 63–66	Travel organisations, AI in, 9
Telegram, 133–134	Travel service providers, 132–133
Termites, 197	Travel with nephews/nieces, 226
Text-to-speech (TTS), 161–162	TreSight, 51
10.10 to speech (115), 101 102	110016111, 01

Tribal Kumbha Mela, 245	Voice control devices (VCDs), 161–162
TripAdvisor, 149	Voice recognition
Twitter, 106, 133-134	advantages, 164–165
	in hospitality and tourism industry,
Unified Theory of Acceptance and Use	163–164
of Technology (UTAUT),	technology, 160-161
64–65	Voice search, 160–161, 165, 167
United Nations Development	case study, 167
Programme (UNDP),	challenges and opportunities,
259–260	166–167
United Nations World Tourism	in tourism industry, 165-166
Organization (UNWTO),	Voice-based digital assistants,
101	161–162
US Food and Drug Administration	Voice-controlled search (see Voice
(FDA), 197–198	search)
	Voice-enabled search (See Voice
Vatican Museum, 105	search)
Vehicle tracking system, 51	Voice-enabled technology, 8
Vimeo, 133–134	Voluntary Human Extinction
Virtual museum, 105	Movement (VHEMT),
Virtual reality (VR), 116–117, 119, 132	232–233
technologies, 132–133	
for visitors and tourism employees,	Waste management, 31, 41, 43
121	Wayfinder, 53
Virtual tourism, 132–133	Web of Science (WoS), 180
case study, 135–136	Web-based E-tourism, 103
challenges, 137	Websites, 133–134
emergence of virtual tourism	WhatsApp, 133–134
influencers, 134–135	Wi-Fi, 26–27
social media in tourism, 133–134	Women solo travellers, 258–259
virtuality in tourism, 133	base for gender equality, 261–262
Virtual voice assistants, 161–162	case study, 261
Virtualisation, 133	World Wide Web, 133–134
Virtuality in tourism, 133	World-building, 242–243
Voice assistants, 5	Wristband, 53
Voice command, 160–161	** 1
Voice control, 160–165	Yahoo, 103
advantages, 164–165	YouTube, 106, 133–134
case study, 167	7
in hospitality and tourism industry,	Z generation, 178
163–164	Z-wave technologies, 26–27