Sabah Tourist Attraction using Web Scraping and Geolocation (MansauAnsau) Web Application

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Abstract—Nowadays, people tend to choose to travel independently rather than using tour guides as they can decide on their own pace, change their plans anytime, modify their itinerary upon inspiration or valuable recommendations by other travelers. The freedom and spontaneity are invaluable since traveling should be a pleasure, there would be no point in doing something that makes they feel uncomfortable. This will bring them to search or lookup for places they want to go whether from their acquaintances, family, or friends, and as a result, their information will be limited to what they gain from other people. People also love to get their destination information from many platforms such as social media and search engines. As a result, this will cost them a lot of time and they will receive an overload of information. The main contribution required is to suggest a destination to the tourist by considering the user's location by utilizing the Geolocation method. This project will use an iterative model as the project methodology framework as it is more flexible which means less costly to change scope and requirements. The recommendation place is provided based on the user's current location that is located within eight kilometers. The aim of this project is to build an alternative platform for the user to search for tourist attraction in Sabah area.

Keywords—Recommender system, web application, location-based, Sabah tourist attraction