This paper proposes a model for implementation on intelligent tourist information system. It uses the concept of knowledge-base. The model will be based on the study of human behavior as tourism guide. It builds the relationships between the knowledge based system and the guide, so that it provides service for any visitor which meets their needs and the objective of gaining information of places. There are different modules, different path finding systems and shortest path finding algorithms of artificial intelligence in this thesis. The proposed system should be designed in such a way that it runs on most of devices i.e. palmtop and mobiles. Thus it can be useful while visiting new places. This system would find a route using user criteria. The Shortest path finding algorithm should work efficiently and optimally in most of the cases. The system should find a path that fulfills user criteria, show name of objects, related photos and short description about the place. It should also be able to find distance, time and cost to travel particular destination.

References
1. Intelligent Tourist Information System Project [online]  

2. Intelligent Tourist Information System. [online]  
http://www.projectsparadise.com/intelligent-tourist-information-system/#


6. Introduction to A - Stanford CS Theory [online]  
http://theory.stanford.edu/~amitp/GameProgramming/AStarComparison.html

7. Intelligent tourist system project | NevonProjects [online]  
nevonprojects.com/intelligent-tourist-system-project/

8. Intelligent Tourism Management System [online]  
https://www.researchgate.net/publication/305426547


**Index Terms**

Computer Science  
Information Systems

**Keywords**

Recommendation technique, Shortest path algorithm, Intelligent tourist system, A* algorithm.