# Article information:

Development of community tourism enhancement in emerging cities using gamification and adaptive tourism recommendation - ScienceDirect  
<https://www.sciencedirect.com/science/article/pii/S1319157821000938>

# Article summary:

1. This research aims to develop community tourism in emerging cities by applying the gamification approach to improve the standard of products and services in tourism for offline and online operations.

2. Gamification is used to encourage and assist users to perform a given task, engage them in activities, and promote their enthusiasm in a particular area that may augment learning experiences and tourism industry simultaneously.

3. The adaptive tourism recommendation algorithm was developed based on data collected by tourists, tourist attraction staff, and local entrepreneurs altogether.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article “Development of Community Tourism Enhancement in Emerging Cities Using Gamification and Adaptive Tourism Recommendation” is an informative piece that provides insight into how gamification can be used to enhance the standards of products and services in emerging cities for the purpose of developing community tourism. The article is well-written with clear explanations of the concepts discussed, as well as detailed descriptions of the research process adopted for developing the mobile application.

The article is reliable in terms of its content, as it provides evidence for its claims through data collection from volunteers, experts, tourists, prospective entrepreneurs, government officials, etc., as well as references to other studies conducted on gamification within the context of tourism. Furthermore, it also presents both sides equally by discussing both positive impacts (e.g., brand awareness) and negative impacts (e.g., overcrowding) of gamification on tourism development.

However, there are some potential biases present in the article which should be noted. For example, while it does provide evidence for its claims through data collection from various sources such as volunteers and experts, it does not provide any evidence or discussion regarding possible risks associated with using gamification for enhancing community tourism standards (e.g., privacy concerns). Additionally, while it does discuss both positive and negative impacts of gamification on tourism development equally, it does not explore any counterarguments or alternative solutions that could be used instead of gamification for enhancing community tourism standards (e.g., traditional marketing methods).

In conclusion, this article is generally reliable in terms of its content but there are some potential biases present which should be noted when considering its trustworthiness and reliability.

# Topics for further research:

* Gamification and tourism
* Privacy concerns in gamification
* Traditional marketing methods for tourism
* Impact of gamification on tourism
* Community tourism development
* Adaptive tourism recommendation

# Report location:

<https://www.fullpicture.app/item/8f45ff6785557c3961d2409cb7cccedf>