



**JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND  
TECHNOLOGY**

**SCHOOL OF BUSINESS AND ECONOMICS**

**BACHELOR OF INTERNATIONAL TOURISM MANAGEMENT END OF  
SEMESTER EXAMINATION**

**BTM 3213: TECHNOLOGY IN TRAVEL AND TOURISM INDUSTRY**

**YEAR II, SEMESTER I**

**Instructions:** Answer **Question One** and any **Other TWO QUESTIONS** in the answer booklet provided.

**QUESTION ONE (30 MARKS)**

- a) Explain the following technologies in travel and tourism industry
  - i.) Artificial Intelligence (5 marks)
  - ii.) Virtual reality (5 marks)
- b) Explain any ten technologies applied in the travel and tourism industry (10 marks)
- c) Describe five roles played by the internet in the growth and development of the tourism industry (10 marks)

**QUESTION TWO**

- a) Give definitions of geographic information systems (GIS) following the five definitive perspectives (5 marks)
- b) Discuss the application of geographic information systems (GIS) within the travel and tourism industry (15 marks)

### **QUESTION THREE**

- a) Discuss the impacts of information technology applications on the tourism industry (15 marks)
- b) Explain five back-office applications that can be used in the tourism industry (5 marks)

### **QUESTION FOUR**

- a) Briefly describe five types of databases used in the tourism industry (10 marks)
- b) Give a summary of how a global distribution system works when applied for reserving travel related products and services such as airlines and hotels (10 marks)

### **QUESTION FIVE**

- a) Define the term multimedia as used in travel and tourism technologies and explain the essential components of multimedia (5 marks)
- b) Describe the stages through which multimedia development for a tourism region undergo (15 marks)