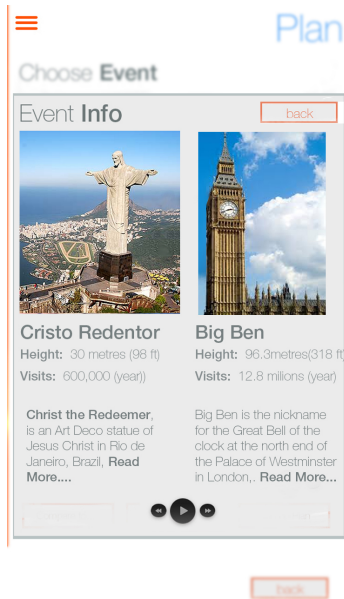








If user chooses to edit the proposed schedule, the screen that contains the TradeOff will be displayed as shown in Figure 5. In the TradeOff screen the user will be able to compare other POIs and chosen another option.



**Figure 6: Comparison between a POI recommended and another POI from the nationality of the user associating attributes from user context to show local information. In case the user is British**

On the other hand, if the user clicks on the event name detailed event information will be presented to the user. In this way, it is possible to the user compare the presented POI with another POI from his nationality. For example, as presented in Figure 6, Christ the Redeemer is compared with Big Ben since the user is British.

### 3. CONCLUSION AND FUTURE WORK

Currently, search filter techniques are not efficient and not tailored to user’s personalities. Curating data for travel is difficult. Usually it addresses diverse audiences (old, young, different purposes). Olympics is an elite event (passive and active tourists), thus molding user’s path can help them to spend less time weighing the pros and cons.

*Destiny* simplifies the path choice filtering results in a clear and ordered manner. Also, *Destiny* helps identify niches of users and their behavior as sometimes they search on mobile phones and by on other platforms. We choose Rio de Janeiro in Brazil to be the first city to have the Cognitive Mobile Guide - *Destiny*. Tourists, athletes and athletes’ parents are the main focus from it during the Olympic games. As a future work we plan to evaluate *Destiny* with real users. Also, we will improve the choice of traits characteristic and try other distance functions.

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