EUROPEAN JOURNAL OF LIFE SAFETY AND STABILITY (EJLSS) ISSN2660-9630

www.ejlss.indexedresearch.org Volume 18, 2022 //



Improving Information Technology When Using Terms Related to the Tourism Industry

Nishanova Xafiza Vafokulovna

"Teaching English Language Methodology №3" Uzbek State University of World Languages

Abstract: The purpose of this article is to improve the efficiency of information technology in the development of tourism in our country, and it addresses the issues of developing information and communication technologies in the creation of tourism products, as well as the tasks and measures that must be implemented.

Keywords: communication, tourism, terms, development, information technologies.

Date of Submission: 15-5-2022 Date of Acceptance: 21-6-2022

Tourism, being a worldwide sector and the world's largest employer, has a more diverse set of stakeholders than many other industries. The industry's dynamic expansion and development is likely only paralleled by the rise of ICTs. In recent years, the increasing and synergistic connection between technology and tourism has brought about significant changes in the business and our conceptions of its nature. The importance of clearing the new information barrier of universal, omnipresent communications access has propelled the whole tourist business to new levels of interaction, accelerating management by wire.

Tourism entertainment industry have widely adopted information technology to reduce costs, increase operational efficiency and, most importantly, improve the quality of service and customer experience. By grouping results into the consumer, technology and supplier categories, the paper sheds light on the evolution of information technology applications in tourism and the tourism and entertainment industry. The article demonstrates that information technology is increasingly becoming very important for competitive tourism operations and hospitality organizations, as well as for managing the distribution and marketing of organizations on a global scale.

This study presents a detailed assessment of the important information technology in Tourism subjects and seeks to show the main elements of the research investigation. The study gives the historical evolution of the topic in the literature, notably in main tourist publication channels, and gathers the most prominent publications in the previous five years. Consumers and demand aspects, technological innovation, and industry functions have been highlighted as the primary axes of modern tourism study. These three topics reflect the demand, supply, and technology stakeholders. The study highlights the value of these publications to knowledge, theory, and professional practice, as well as evaluating future potential for the research area and interdisciplinary contributions.

"Tourism - temporary trips (travel) of people to another country or an area other than the place of permanent residence for a period from 24 hours to 12 months or with at least one overnight stay in entertainment, health, sports, guest, educational, religious and other purposes without engaging in activities paid from local source ". A person making such a journey is called a tourist. By definition

adopted by the UN in 1954, tourism is active rest affecting health promotion, physical development of the person, related to movement outside the permanent place of residence. In the materials of the World Conference on Tourism, held by the WTO in 1981 in Madrid, given the following definition: tourism is one of the types active holidays, which are trips made with the aim of knowing certain areas, new countries and combined in a number of countries with elements of sports.

Various computer networks are used to classify computer networks features, but most often networks are divided into types by territorial characteristic (that is, by the size of the area that the network covers) and by the scale of the production unit within which the network operates. Classification of networks by territorial basis:

- ➤ Local Area Network refers to geographically limited (geographically or production) hardware and software implementations in which several computer systems are connected to each other using appropriate communication means. In this case, all computers are located close to each other (usually within a radius of no more than 1-2 km) and are connected to the network using high-speed adapters (at a speed of data transmission on the order of 1-10 Mbps). In general, a local area network is a communication system belonging to a one organization;
- ➤ Wide Area Network combines geographically dispersed computers. Since the laying of high-quality communication lines over long distances is expensive very expensive, global networks often use existing one's communication lines originally intended for completely different purposes. For example, many global networks are built on the basis of general-purpose telephone and telegraph channels. For stable transmission of discrete data, more complex methods and equipment are used than in local networks;

Modern technical means of implementing information technologies include: personal computers; local and global computing networks; communication means; telephone technology; video information systems, etc. Modern information systems usually involve the integration of various software products. The information system includes tools for documentation support of management, information support of subject areas, in particular, social and cultural service and tourism, communication software, employee teamwork tools, and other supporting technology products. The introduction of information technologies involves not only the automation of the main information business processes, but sometimes their significant change. This is due to the improvement of document management in the system, while improving reliability and speed of information provision allows for more time devote it to analysis rather than routine processing.

Tourism is an information-rich activity. Exists few other industries in which the collection, processing, application and transmission of information would be as important to the daily functioning as in the tourism industry. Service in tourism cannot be exhibited and considered at the point of sale as consumer or manufacturing goods. It is usually bought in advance and away from the place consumption. Therefore, tourism is almost entirely dependent on images, descriptions, means of communication and information transfer.

References:

- 1. Alfaro, I., Nardon, M., Planesi, F., Stock, O. and Zancanaro, M. 2005. Using cinematic techniques on mobile devices for cultural tourism.. Information Technology & Tourism,
- 2. Altinay, L. and Paraskevas, A. 2007. A computer-supported collaborative learning (CSCL) approach in teaching research methods.. International Journal of Hospitality Management,
- 3. Álvarez, L. S., Martín, A. M. D. and Casielles, R. V. 2007. Relationship marketing and information and communication technologies: Analysis of retail travel agencies.. Journal of Travel Research,

- 4. Andrle, J. D. 2006. A winning hand: A proposal for an international regulatory schema with respect to the growing online gambling dilemma in the United States.. UNLV Gaming Research and Review Journal, 10(1):
- 5. Antoniou, G., Skylogiannis, T., Bikakis, A. and Bassiliades, N. 2005. A semantic brokering system for the tourism domain. Information Technology & Tourism,
- 6. Arendt, S. W., Ravichandran, S. and Brown, E. 2007. Hospitality and tourism journal matrix.. Journal of Hospitality & Tourism Education,
- 7. Arlt, W. G. 2006. Not very willkommen: The Internet as a marketing tool for attracting German-speaking tourists to Non-European destinations.. Information Technology & Tourism,
- 8. Furkatovna, A. N., & Furkatovna, A. F. (2021, January). INNOVATIVE ACTIVITY IN THE FIELD OF TOURISM. In Euro-Asia Conferences (Vol. 1, No. 1, pp. 308-309). http://papers.euroasiaconference.com/index.php/eac/article/view/97