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Algorithms for Multi-Visitor Tourist Trip Design in Crowded Destinations

Tourist attractions experience large amounts of congestion, leading to long queues and unhappy visitors. Coordination between tourists can spread out tourists in both time and space. Such coordination would result in better experiences for tourists as less time is spent waiting. We introduce several algorithms, for both an offline and an online setting, which are able to generate attractive itineraries while reducing congestion.
We show the quality of trips by applying our algorithms to a realistic case based on attractions in the Amsterdam area. In addition, we show that our algorithm maintains a respectable runtime even for realistically sized instances.