NATURE TALK TO ME：

Digital Landscape Science Popularization System of Ecological and Cultural in Bogong Island, Wuxi, China

Project Statement

Bogong Island is the largest island in Lihu Lake, Wuxi, China, covering an area of about 37 hectares with a length of about 1700 meters from north to south. Although Bogong Island is rich in landscape resources, currently, the number of science popularization facilities is very limited, and the methods are very monotonous, resulting in the long-term lack of public awareness of these landscape resources. There is a lack of a “TALK” channel between humans and nature, and a direct connection cannot be established.

We have innovatively designed a digital ecological and cultural landscape science popularization system, using digital technology as a new interactive carrier and medium. This system conducts science popularization through both online and offline dimensions, allowing people to re-experience the landscape from 7 aspects: "Roaming" Bogong Island, "Seeing" Bogong Island, "Hearing" Bogong Island, "Talking" to Bogong Island, "Touching" Bogong Island, "Observing" Bogong Island, "Exploring" Bogong Island. This system has received positive feedback from the citizens and enhanced the social service value of the landscape, promoting the protection and dissemination of local ecological and cultural resources.

Project Narrative and Contents

1.BACKGROUND

Wuxi Lihu Lake is an inner lake of Taihu Lake, the third largest freshwater lake in China. Among them, Bogong Island is the largest island in Lihu Lake, with an area of about 37 hectares and a north-south length of about 1700 meters. The island’s landscape is rich in natural ecology and cultural history: it boasts abundant animal and plant resources. According to statistics, there are 182 species of birds with a total of more than 10,000, and 13 rare, endangered and national key protected species. The island’s cultural history is long-standing. Bogong Island is named in memory of Zhang Bo (also known as Bogong), a hero who controlled floods in the Eastern Han Dynasty. The architectural scenic spots such as pavilions, terraces, and porches are all related to the flood control legend of Zhang Bo observing the celestial phenomena and inspecting the water situation at that time.

Although Bogong Island is rich in landscape resources, currently, the number of science popularization facilities is very limited, with only 3 science popularization points. And the way of science popularization is very single, still relying on the most common promotional signs, which can carry very limited science popularization content. Due to this, the rich landscape resources have long been unable to be "seen", "heard", or "perceived". The public's sense of experience and sense of gain are very poor, and there is a lack of a “TALK” channel between humans and nature, and a direct connection cannot be established.

2.DESIGN CONCEPT

Centering around the landscape resources and spatial design of Bogong Island, we have designed a digital ecological and cultural landscape science popularization system. This system innovatively using digital technology as a new interactive carrier and medium, conducting landscape science popularization from both online and offline dimensions. This allows people to re-perceive the landscape from 7 aspects: "Roaming" Bogong Island, "Seeing" Bogong Island, "Hearing" Bogong Island, "Talking" to Bogong Island, "Touching" Bogong Island, "Observing" Bogong Island, "Exploring" Bogong Island. By applying various digital technologies such as augmented reality, artificial intelligence, human-computer interaction, and large language model , Bogong Island is transformed into a large outdoor "digital science popularization museum". The science popularization system presents a wealth of hidden information in the landscape to the public, expanding their cognitive boundaries of the landscape, and reopening the window of dialogue between human and nature.

3.DETAILED DESIGN

3.1 Online Science Popularization System

It includes four parts: "Roaming" Bogong Island, "Seeing" Bogong Island, "Talking" to Bogong Island, and "Observing" Bogong Island.

3.1.1 "Roaming" Bogong Island - Online virtual science popularization tour.

We have developed a "roaming" Bogong Island mobile phone app, which serves as the online gateway for the public to virtually tour Bogong Island. The public enters the virtual science popularization scene through it to freely explore and obtain various science popularization knowledge. The applet can generate personalized offline tour routes according to users' interests and behavior data using AI technology, thereby creating a seamless link between online and offline experiences.

3.1.2 "Seeing" Bogong Island - Reproduction of ecological and cultural landscape scenes.

By utilizing AR technology, it breaks the limitations of time and space on the landscape, enabling the display of Bogong Island’s history, present, and future of Bogong Island from multiple perspectives. This technology presents the "invisible" content to the public's eyes, enhancing the interactive science popularization experience of the landscape. We have established 8 AR science popularization points, each telling the story of Zhang Bo incarnating as the Zhupolong to control the flood legend, the biodiversity of the Oulu Island, the sponge wetland of Bogong Island, and so on.

3.1.3 "Talking" to Bogong Island - 100 kinds of digital biological knowledge bases.

We have selected 100 local characteristic and rare animals and plants to build a 100-species digital biological knowledge base. For each creature, we have developed a "digital creature" image for each creature. Based on the large language model (LLM), these creatures can freely "talk" with the public through voice or text, explaining the biological habits, characteristics, distribution locations and other knowledge to the public. They also guide people to explore and observe in the site.

3.1.4 "Observing" Bogong Island - Digital ecological management platform.

Breaking the traditional reliance on manual on-site investigation and identification in biological research, we apply infrared cameras, high-definition cameras, sensors, and other equipment. Combined with AI recognition algorithms, this approach efficiently and accurately identifies the species, quantity, and population dynamics of both terrestrial and aquatic organisms. It provides valuable image data for ecological science popularization and enhances the level of biodiversity protection.

3.2 Offline Science Popularization System

It includes three parts: "hearing" Bogong Island, "exploring" Bogong Island, and "touching" Bogong Island.

3.2.1 "Hearing" Bogong Island –Honeycomb Habitat Interactive Device

The Honeycomb Habitat Interactive Device is designed to simulate the hexagonal shape of the honeycomb and is placed in the area of the ecological knowledge classroom in the site. The sounds of various animals collected by ecologists on-site are recorded into the modules of the corresponding animals in the device. In the process of interacting with different modules, the public can hear the sounds of their respective animals. Moreover, this device is also an "insect hotel", providing a habitat for small insects.

3.2.2 "Touching" Bogong Island - Landscape interactive science popularization sign

We have designed 4 landscape interactive science popularization signs, including wetland bird knowledge, wetland plant knowledge, etc. Each science popularization sign custom-designed different interaction methods according to different contents. The public, especially children, can more vividly learn science popularization knowledge through "touching" by means of pushing, pulling, flipping, sliding, rotating, etc.

3.2.3 "Touching" Bogong Island - Ecological science popularization corridor

Surrounding the landscape corridor frame of Bogong Island, a 300-meter-long ecological science popularization corridor has been built, featuring carefully drawn pictures of animals and plants and ecological knowledge in the form of vivid and interesting stories.

3.2.4 "Exploring" Bogong Island - Immersive science popularization tour route

In addition to the online virtual tour route, we have also designed an offline popular science tour route in the venue. We have established 13 hidden check-in points in the venue and marked these points on the map. Visitors can learn science popularization knowledge as they search for the check-in points and collect the corresponding puzzle pieces. Once they complete all the check-in tasks, they will receive a complete puzzle. This gamified approach encourages the public to actively participate in the offline science popularization activities, stimulating the vitality of the venue and allowing them to acquire knowledge through exploration.

4.SOCIAL BENEFITS

The digital ecological and cultural landscape science popularization system of Bogong Island has re-established the way of "TALKING" between nature and people. Approximately 2 months after the design was completed, it has cumulatively served more than 60,000 citizens and received positive feedback from the citizens. The design results have been reported by Wuxi Daily, Jiangnan Evening News and other local mainstream media in Wuxi, as well as professional media such as Landscape Architecture Magazine, New Youth of Landscape Architecture, and Wuxi Cultural Tourism, achieving good social benefits. Additionally, it has enhanced the public’s service value of the landscape, fostering greater awareness and interest in the landscape, and also contributed to the protection and dissemination of local ecological and cultural resources.

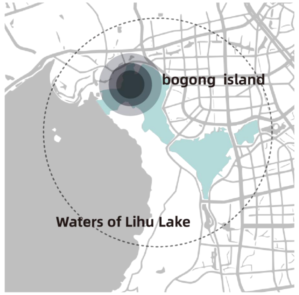
Wuxi Lihu Lake is an inner lake of Taihu Lake, the third largest freshwater lake in China. Among them, Bogong Island is the largest island in Lihu Lake, with an area of about 37 hectares and a north-south length of about 1700 meters.

Jiangsu Province Province

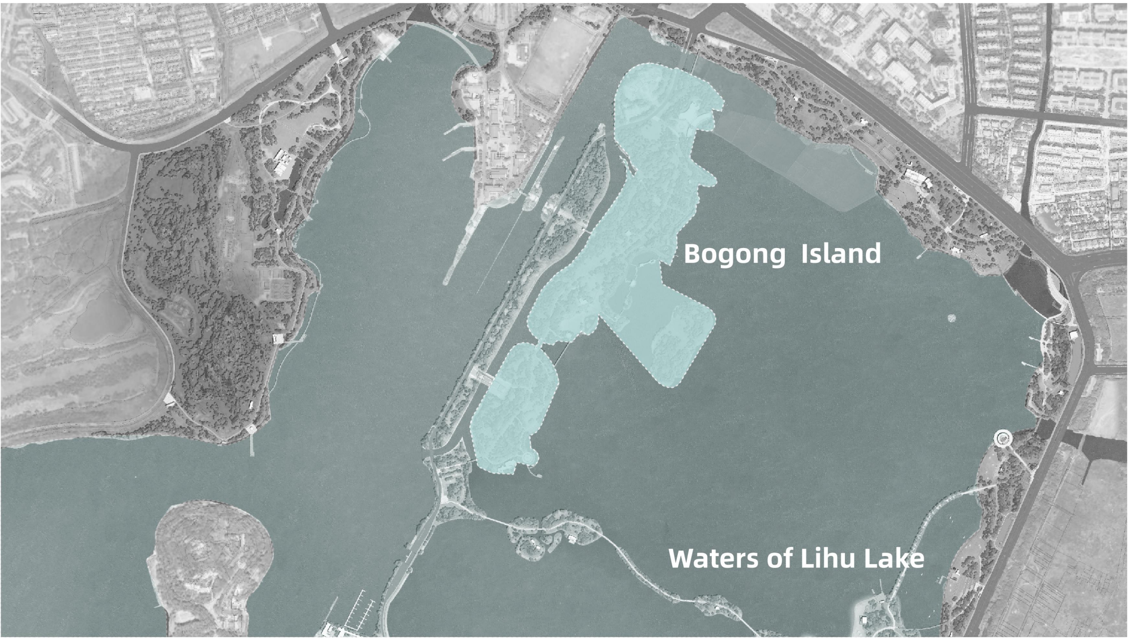
Jiangsu, China

Jiangsu Province Province
Wuxi City

Wuxi Taihu basin


bogong island
Waters of Lihu Lake

Bogong Island


Bogong Island
Waters of Lihu Lake

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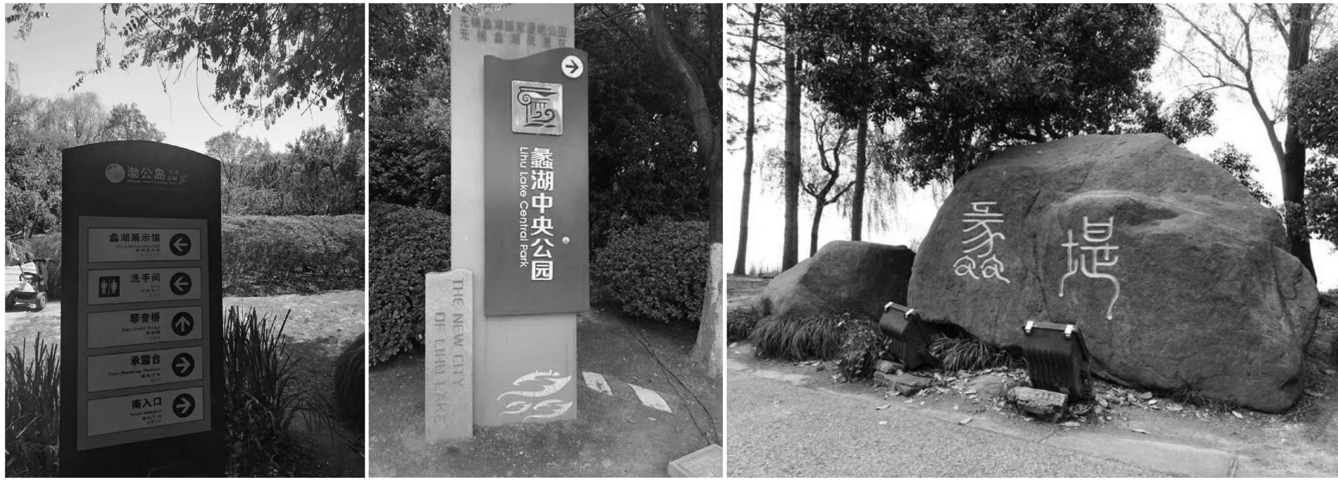
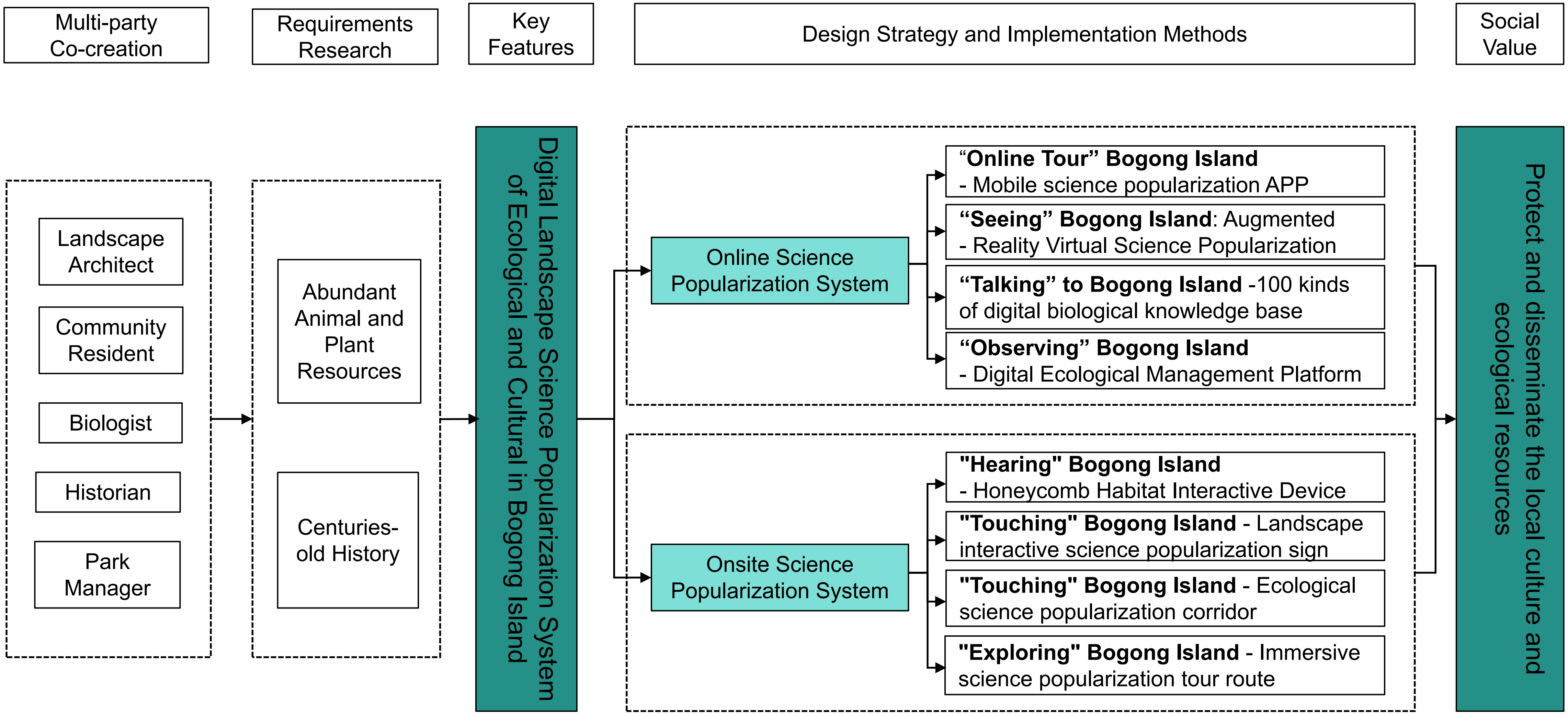
Although Bogong Island is rich in landscape resources, currently, the number of science popularization facilities is very limited. And the way of science popularization is very single.


渤公岛
蠡湖展示馆
洗手间
琴音桥
承露台
南入口
蠡湖中央公园
Lihu Lake Central Park
THE NEW CITY OF LIHU LAKE
蠡堤

BACKGROUND

The rich landscape resources of Bogong Island have long been unable to be "seen", "heard", or "perceived". The public's sense of experience and sense of gain are very poor, and there is a lack of a way of "TALKING" between people and nature, and a direct connection cannot be established.



Multi-party Co-creation

Requirements Research

Key Features

Design Strategy and Implementation Methods

Social Value

Landscape Architect

Community Resident

Biologist

Historian

Park Manager

Abundant Animal and Plant Resources

Centuries-old History

Digital Landscape Science Popularization System of Ecological and Cultural in Bogong Island

Online Science Popularization System

“Online Tour” Bogong Island
- Mobile science popularization APP

“Seeing” Bogong Island: Augmented
- Reality Virtual Science Popularization

“Talking” to Bogong Island -100 kinds of digital biological knowledge base

“Observing” Bogong Island
- Digital Ecological Management Platform

Onsite Science Popularization System

"Hearing" Bogong Island
- Honeycomb Habitat Interactive Device

"Touching" Bogong Island - Landscape interactive science popularization sign

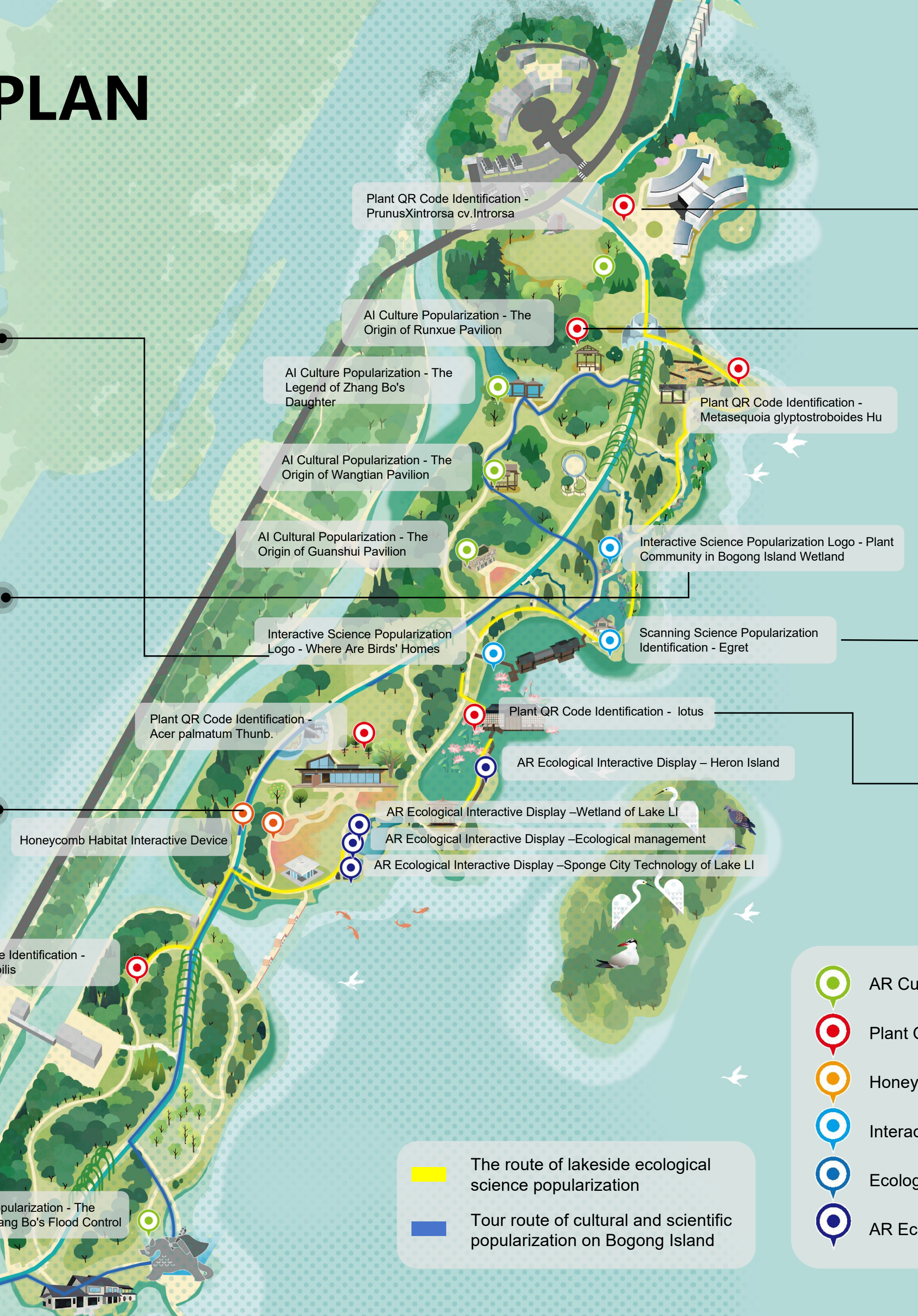
"Touching" Bogong Island - Ecological science popularization corridor

"Exploring" Bogong Island - Immersive science popularization tour route

Protect and disseminate the local culture and ecological resources

DESIGN STRATEGY AND IMPLEMTNTATION METHOD

MASTER PLAN



Plant QR Code Identification - PrunusXintrorsa cv.Introrsa

AI Culture Popularization - The Origin of Runxue Pavilion

AI Culture Popularization - The Legend of Zhang Bo's Daughter

AI Cultural Popularization - The Origin of Wangtian Pavilion

AI Cultural Popularization - The Origin of Guanshui Pavilion

Plant QR Code Identification - Metasequoia glyptostroboides Hu

Interactive Science Popularization Logo - Plant Community in Bogong Island Wetland

Interactive Science Popularization Logo - Where Are Birds' Homes

Scanning Science Popularization Identification - Egret

Plant QR Code Identification - Acer palmatum Thunb.

Plant QR Code Identification - lotus

AR Ecological Interactive Display – Heron Island

AR Ecological Interactive Display –Wetland of Lake LI

Honeycomb Habitat Interactive Device

AR Ecological Interactive Display –Ecological management

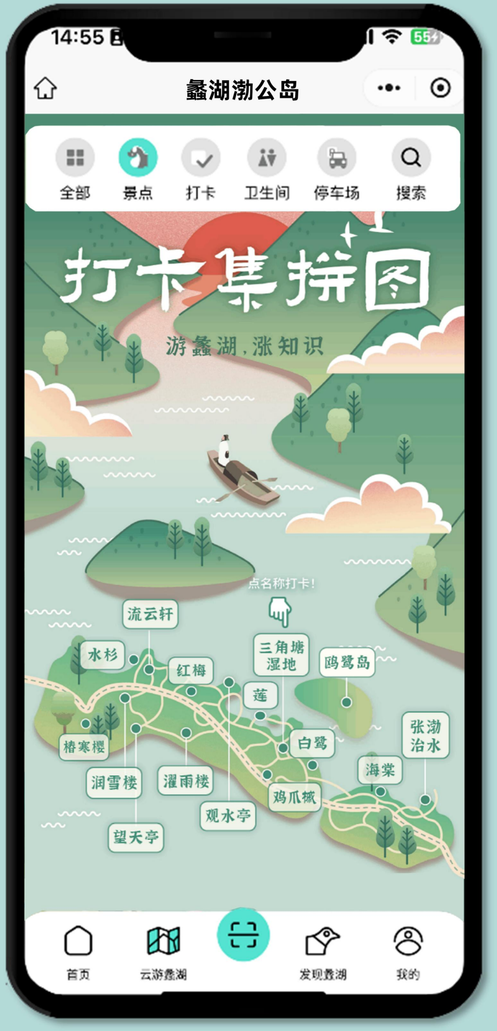
AR Ecological Interactive Display –Sponge City Technology of Lake LI

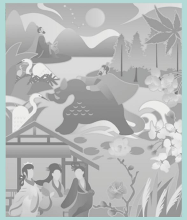
Plant QR Code Identification - Malus spectabilis

AI Cultural Popularization - The Legend of Zhang Bo's Flood Control

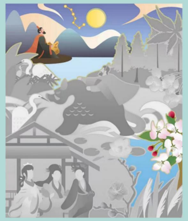
- 🟨 The route of lakeside ecological science popularization
- 🟦 Tour route of cultural and scientific popularization on Bogong Island

- 🟢 AR Cultural Popularization
- 🔴 Plant QR Code Identification
- 🟠 Honeycomb Habitat Interactive Device
- 🔵 Interactive Science Popularization Logo
- 🔵 Ecological Science Popularization Corridor
- 🔵 AR Ecological Interactive Display

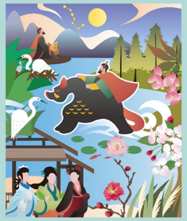




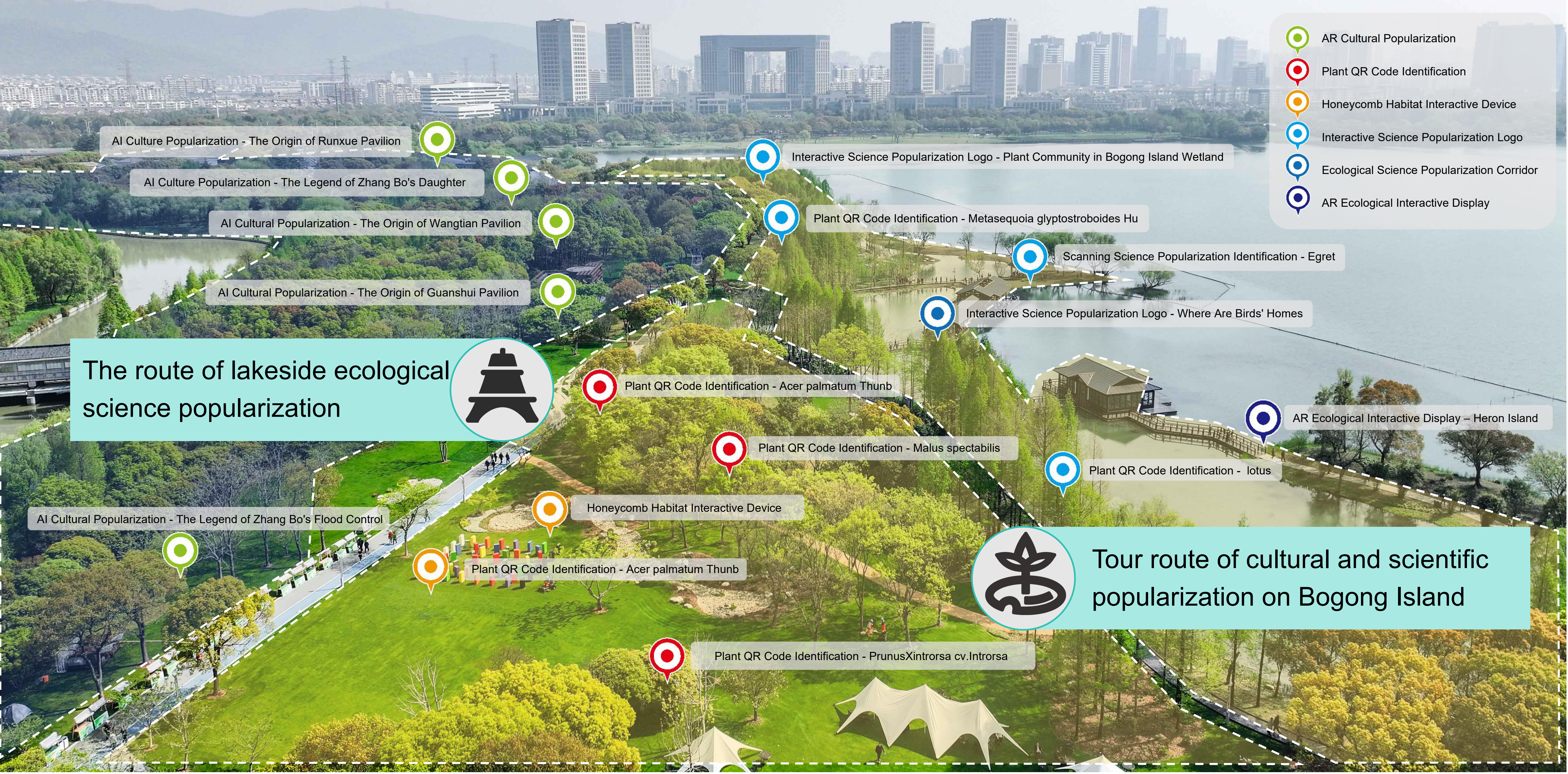
Puzzle integral
Collect progress
0/13



Puzzle integral
Collect progress
2/13



Puzzle integral
Collect progress
13/13



- ● AR Cultural Popularization
- ● Plant QR Code Identification
- ● Honeycomb Habitat Interactive Device
- ● Interactive Science Popularization Logo
- ● Ecological Science Popularization Corridor
- ● AR Ecological Interactive Display

The route of lakeside ecological science popularization

AI Culture Popularization - The Origin of Runxue Pavilion

AI Culture Popularization - The Legend of Zhang Bo's Daughter

AI Cultural Popularization - The Origin of Wangtian Pavilion

AI Cultural Popularization - The Origin of Guanshui Pavilion

AI Cultural Popularization - The Legend of Zhang Bo's Flood Control

Plant QR Code Identification - Acer palmatum Thunb

Plant QR Code Identification - Malus spectabilis

Honeycomb Habitat Interactive Device

Plant QR Code Identification - Acer palmatum Thunb

Plant QR Code Identification - PrunusXintrorsa cv.Introrsa

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DESIGN CONCEPT

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PROGRAM HOMEPAGE

Introduction to the Park

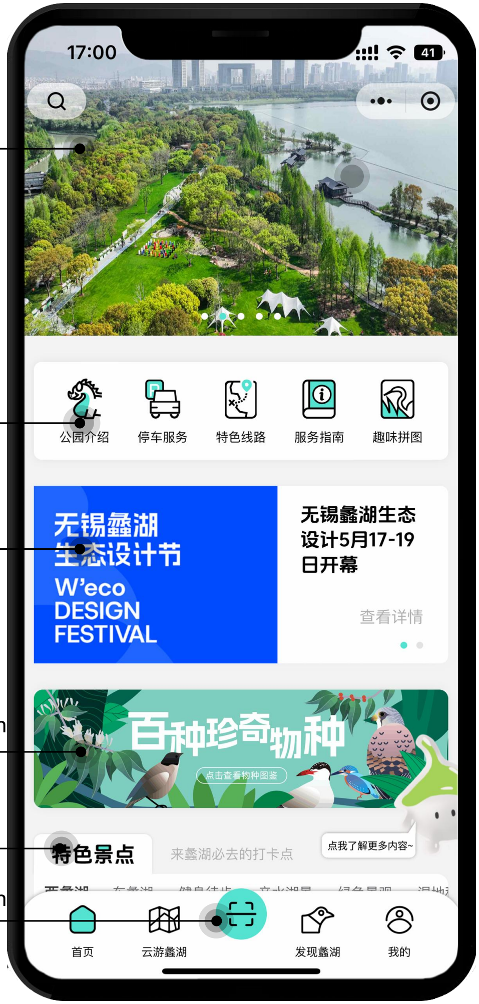
Tourist services

Event promotion

Ecological Science Popularization

Featured attractions

AR Science Popularization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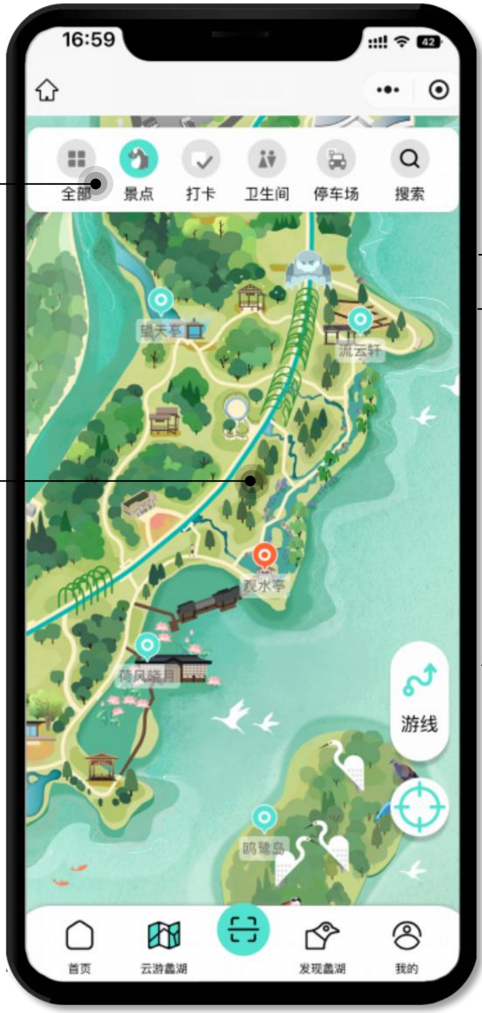
公园介绍
停车服务
特色线路
服务指南
趣味拼图
无锡蠡湖生态设计节
W'eco DESIGN FESTIVAL
无锡蠡湖生态设计5月17-19日开幕
查看详情
百种珍奇物种
点击查看物种图鉴
特色景点
来蠡湖必去的打卡点
点我了解更多内容~
首页
云游蠡湖
发现蠡湖
我的

ROAMING BOGONG ISLAND

Category search bar

Bogong Island Guide Map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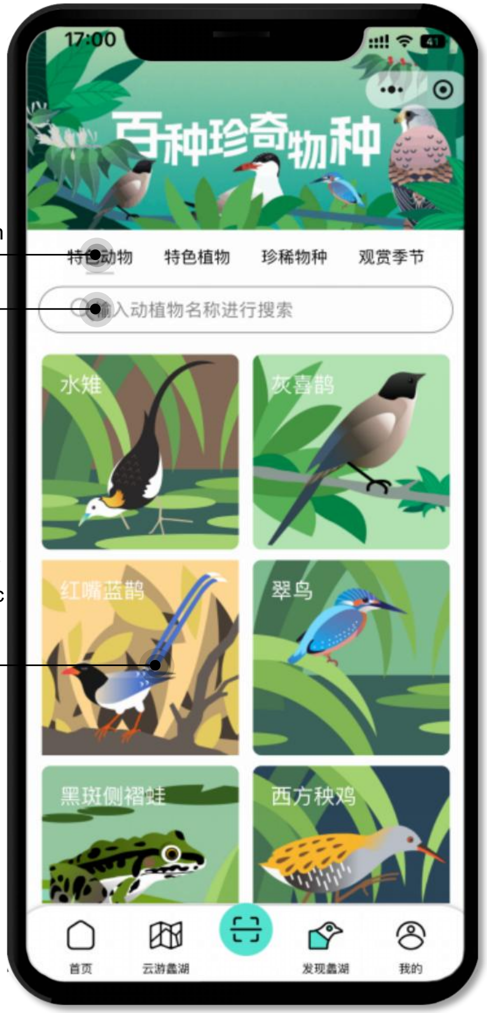
42
全部
景点
打卡
卫生间
停车场
搜索
望天亭
流云轩
观水亭
荷风晓月
鸥鹭岛
游线
首页
云游蠡湖
发现蠡湖
我的

DISCOVERING BOGONG ISLAND

Species classification

Retrieval

Illustration of characteristic plants and animals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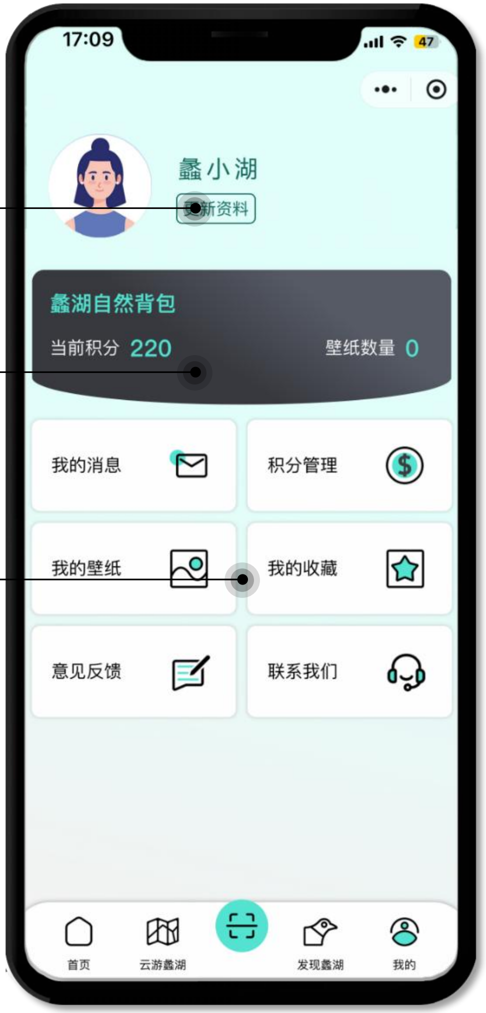
百种珍奇物种
特色动物
特色植物
珍稀物种
观赏季节
输入动植物名称进行搜索
水雉
灰喜鹊
红嘴蓝鹊
翠鸟
黑斑侧褶蛙
西方秧鸡
首页
云游蠡湖
发现蠡湖
我的

PERSONAL PAGE

Tourist information

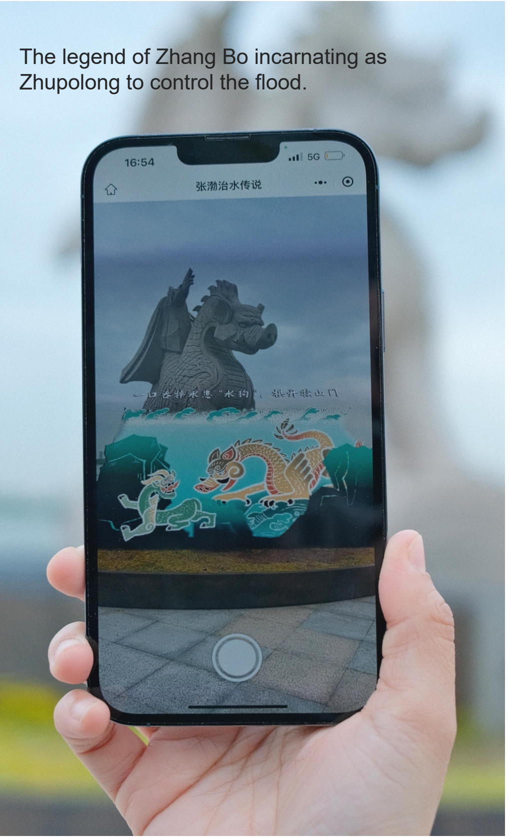
Integral and collection of numerical values

Overall Data Panel

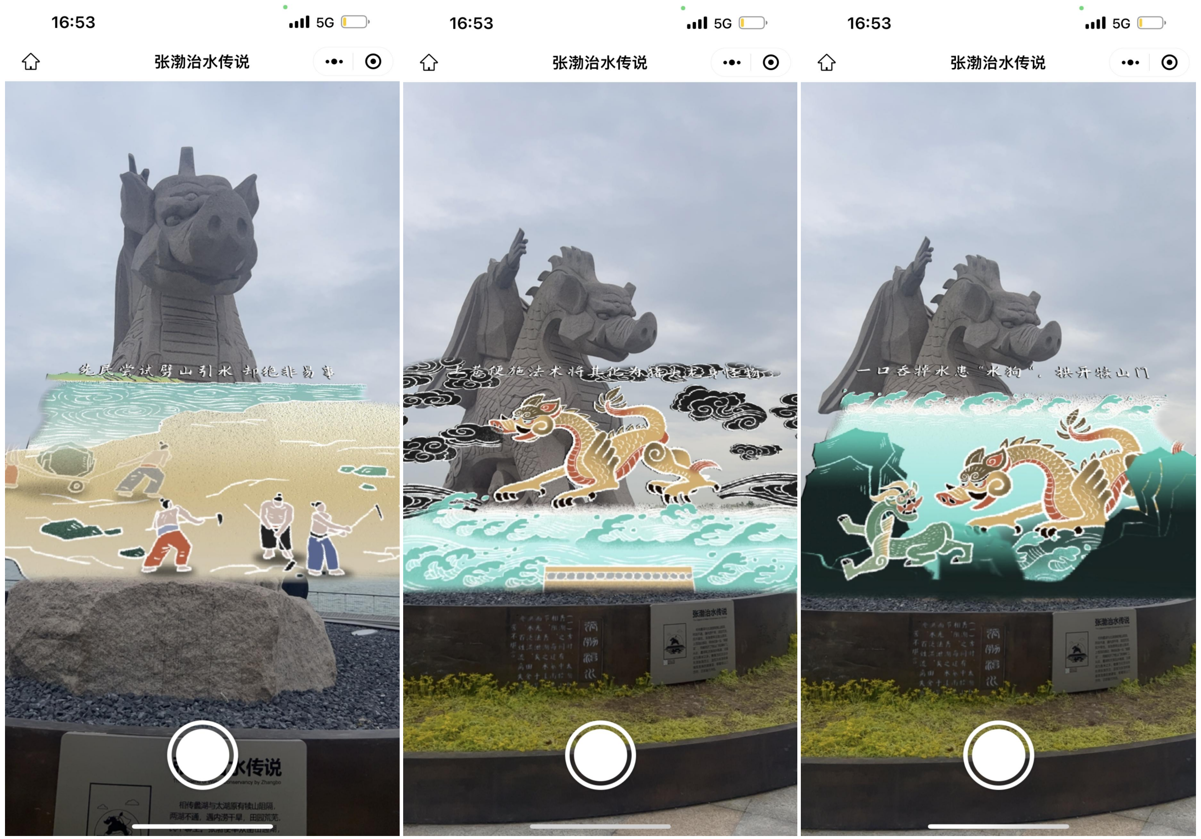

17:09
47
蠡小湖
更新资料
蠡湖自然背包
当前积分 220
壁纸数量 0
我的消息
积分管理
我的壁纸
我的收藏
意见反馈
联系我们
首页
云游蠡湖
发现蠡湖
我的

"Roaming" Bogong Island - Online virtual science popularization tour.

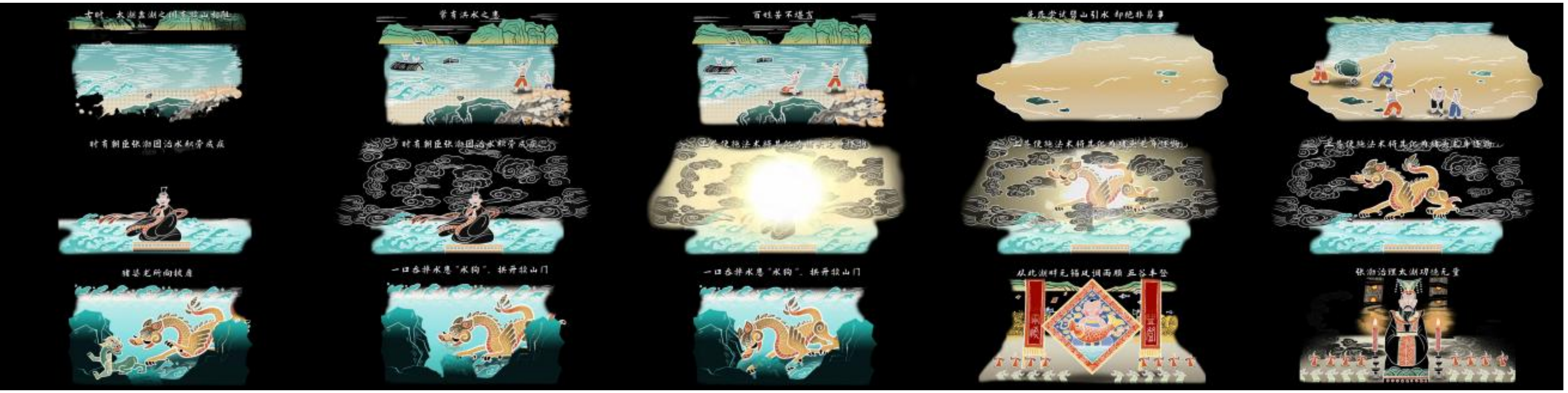
The app serves as the online gateway for the public to virtually tour Bogong Island. The public enters the virtual science popularization scene through it to freely explore and obtain various science popularization knowledge.



The legend of Zhang Bo incarnating as Zhupolong to control the flood.



16:53
张渤治水传说
先民尝试劈山引水 却绝非易事
16:53
张渤治水传说
便施法术将其化为猪头龙身怪物
16:53
张渤治水传说
一口吞掉水患"水狗"，拱开犊山门

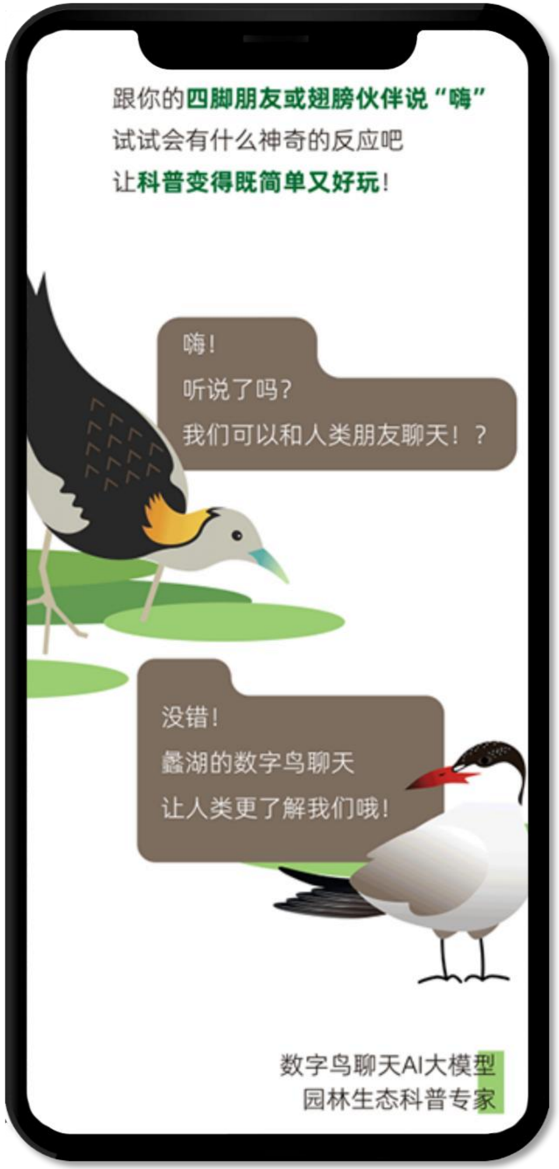


流云轩的由来
The Origin of Liuyun Pavilion

"Seeing" Bogong Island - Reproduction of ecological and cultural landscape scenes.

By utilizing AR technology, it breaks the limitations of time and space on the landscape, enabling the display of Bogong Island’s history, present, and future of Bogong Island from multiple perspectives.

AI BIG MODEL+DIGITAL BIRD



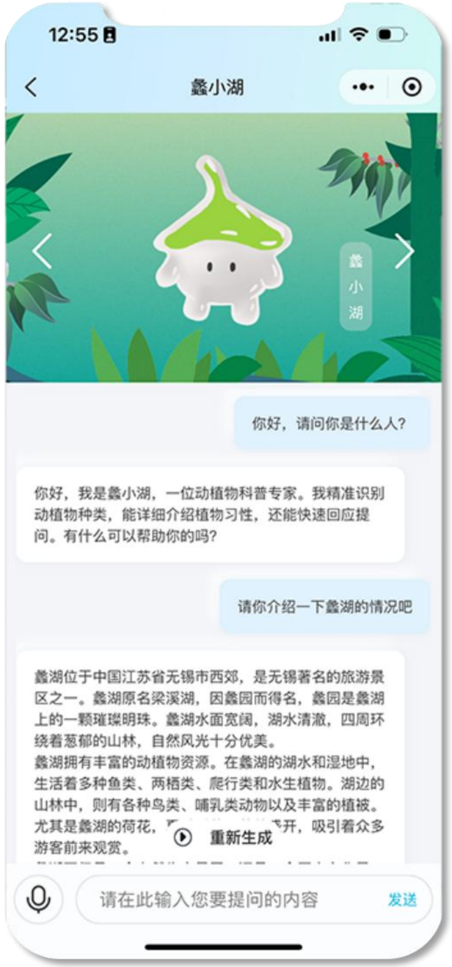
跟你的**四脚朋友或翅膀伙伴说“嗨”**
试试会有什么神奇的反应吧
让**科普变得既简单又好玩**！

嗨！
听说了吗？
我们可以和人类朋友聊天！？

没错！
蠡湖的数字鸟聊天
让人类更了解我们哦！

数字鸟聊天AI大模型
园林生态科普专家

DIGITAL PERSON: LIXIAOHU


12:55
蠡小湖
蠡
小
湖
重新生成
请在此输入您要提问的内容
发送

你好，请问你是什么人？

你好，我是蠡小湖，一位动植物科普专家。我精准识别动植物种类，能详细介绍植物习性，还能快速回应提问。有什么可以帮助你的吗？

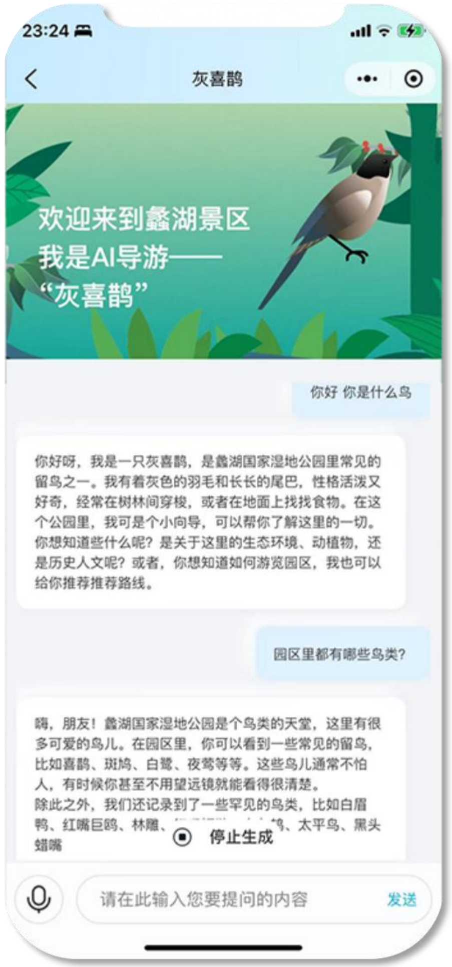
请你介绍一下蠡湖的情况吧

蠡湖位于中国江苏省无锡市西郊，是无锡著名的旅游景区之一。蠡湖原名梁溪湖，因蠡园而得名，蠡园是蠡湖上的一颗璀璨明珠。蠡湖水面宽阔，湖水清澈，四周环绕着葱郁的山林，自然风光十分优美。

蠡湖拥有丰富的动植物资源。在蠡湖的湖水和湿地中，生活着多种鱼类、两栖类、爬行类和水生植物。湖边的山林中，则有各种鸟类、哺乳类动物以及丰富的植被。尤其是蠡湖的荷花，

开，吸引着众多游客前来观赏。

DIGITAL BIRD: DISTINCTIVE ANIMALS AND PLANTS


23:24
灰喜鹊
停止生成
请在此输入您要提问的内容
发送

欢迎来到蠡湖景区
我是AI导游——
“灰喜鹊”

你好 你是什么鸟

你好呀，我是一只灰喜鹊，是蠡湖国家湿地公园里常见的留鸟之一。我有着灰色的羽毛和长长的尾巴，性格活泼又好奇，经常在树林间穿梭，或者在地面上找找食物。在这个公园里，我可是个小向导，可以帮你了解这里的一切。你想知道些什么呢？是关于这里的生态环境、动植物，还是历史人文呢？或者，你想知道如何游览园区，我也可以给你推荐推荐路线。

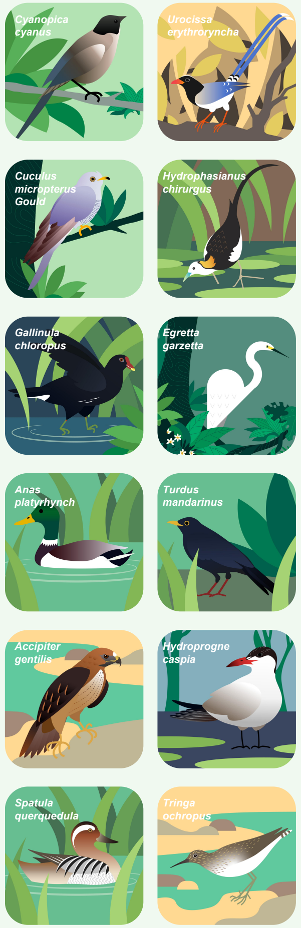
园区里都有哪些鸟类？

嗨，朋友！蠡湖国家湿地公园是个鸟类的天堂，这里有很多可爱的鸟儿。在园区里，你可以看到一些常见的留鸟，比如喜鹊、斑鸠、白鹭、夜莺等等。这些鸟儿通常不怕人，有时候你甚至不用望远镜就能看得很清楚。

除此之外，我们还记录到了一些罕见的鸟类，比如白眉鸭、红嘴巨鸥、林雕、

鸟、太平鸟、黑头蜡嘴

ENDEMIC ANIMALS OF BOGONG ISLAND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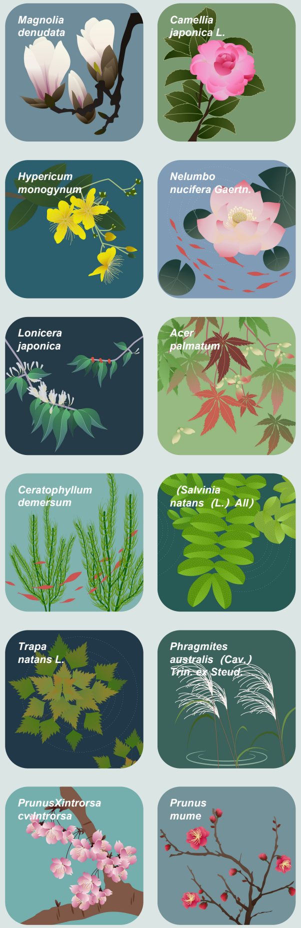
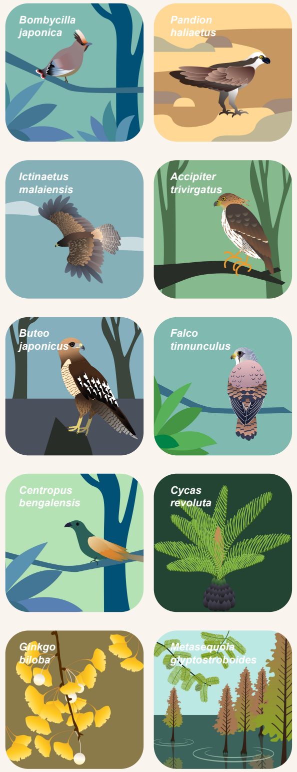
Urocissa erythroryncha
Cuculus micropterus Gould
Hydrophasianus chirurgus
Gallinula chloropus
Egretta garzetta
Anas platyrhynch
Turdus mandarinus
Accipiter gentilis
Hydroprogne caspia
Spatula querquedula
Tringa ochropus

ENDEMIC PLANTS OF BOGONG ISLAND

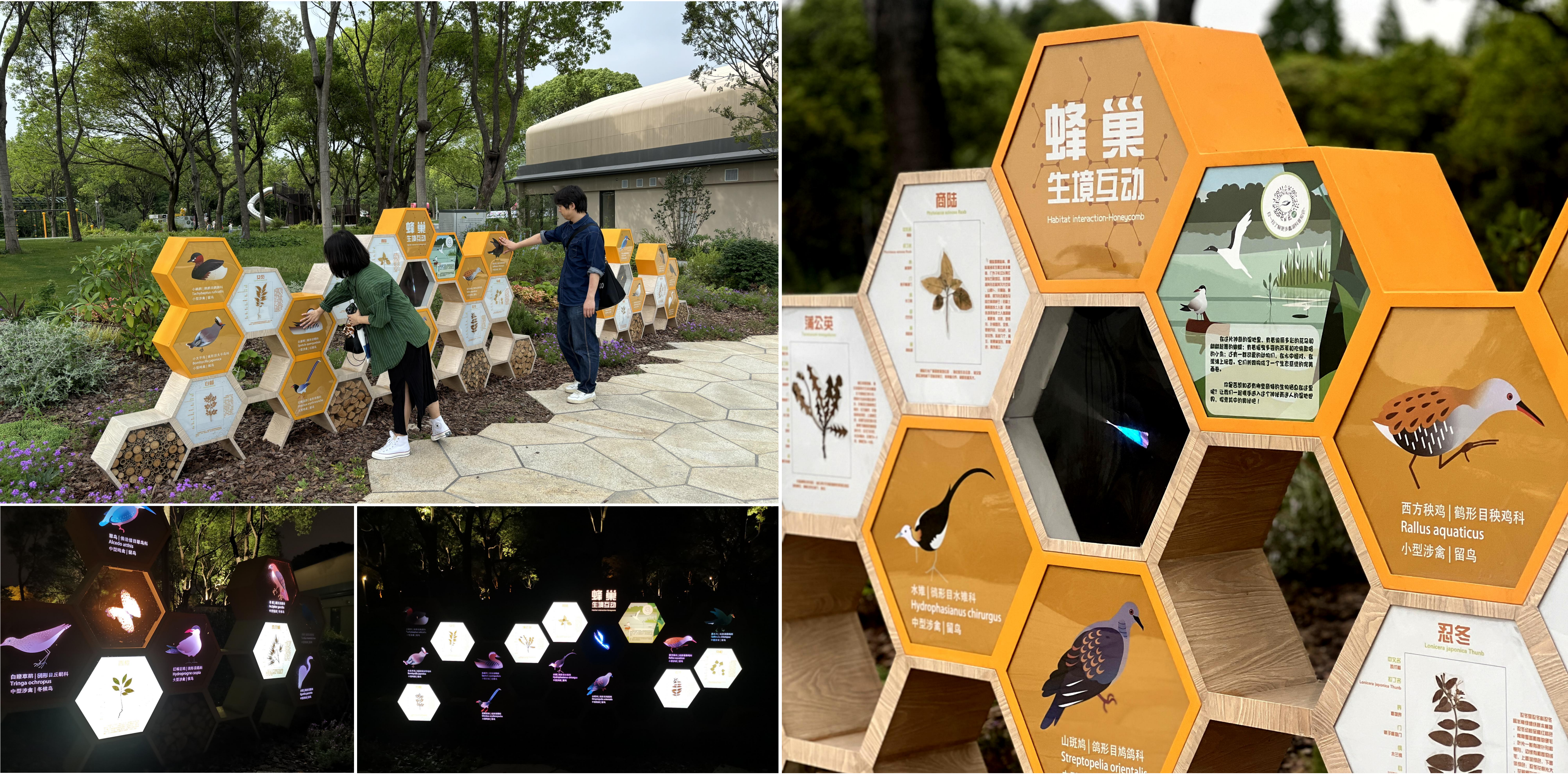

Magnolia denudata
Camellia japonica L.
Hypericum monogynum
Nelumbo nucifera Gaertn.
Lonicera japonica
Acer palmatum
Ceratophyllum demersum
(Salvinia natans（L.）All）
Trapa natans L.
Phragmites australis（Cav.）Trin. ex Steud.
PrunusXintrorsa cv.Introrsa
Prunus mume

RARE SPECIES IN LIHU LAKE


Bombycilla japonica
Pandion haliaetus
Ictinaetus malaiensis
Accipiter trivirgatus
Buteo japonicus
Falco tinnunculus
Centropus bengalensis
Cycas revoluta
Ginkgo biloba
Metasequoia glyptostroboides

"Talking" to Bogong Island - 100 kinds of digital biological knowledge bases

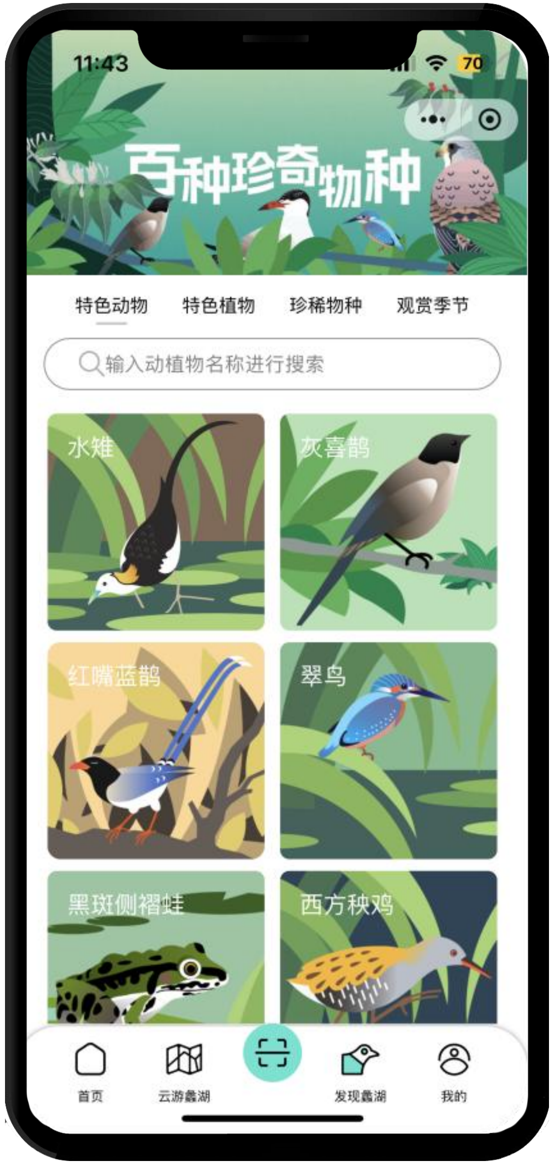
We have selected 100 local characteristic and rare animals and plants to build a 100-species digital biological knowledge base. For each creature, we have developed a "digital creature" image for each creature. Based on the large language model (LLM), these creatures can freely "talk" with the public through voice or text.


蜂巢
生境互动
Habitat interaction-Honeycomb
商陆
蒲公英
西方秧鸡 | 鹤形目秧鸡科
Rallus aquaticus
小型涉禽 | 留鸟
水雉 | 鸻形目水雉科
Hydrophasianus chirurgus
中型涉禽 | 留鸟
山斑鸠 | 鸽形目鸠鸽科
Streptopelia orientalis
忍冬
Lonicera japonica Thunb
白腰草鹬 | 鸻形目丘鹬科
Tringa ochropus
中型涉禽 | 冬候鸟
红嘴巨鸥 | 鸻形目鸥科
Hydroprogne caspia
大型涉禽 | 留鸟
翠鸟 | 佛法僧目翠鸟科
Alcedo atthis
中型鸣禽 | 留鸟

"Hearing" Bogong Island –Honeycomb Habitat Interactive Device

The sounds of various animals collected by ecologists on-site are recorded into the modules of the corresponding animals in the Honeycomb Habitat Interactive Device. Moreover, this device is also an "insect hotel", providing a habitat for small insects.

DISCOVERING BOGONG ISLAND


11:43
百种珍奇物种
特色动物
特色植物
珍稀物种
观赏季节
输入动植物名称进行搜索
水雉
灰喜鹊
红嘴蓝鹊
翠鸟
黑斑侧褶蛙
西方秧鸡
首页
云游蠡湖
发现蠡湖
我的

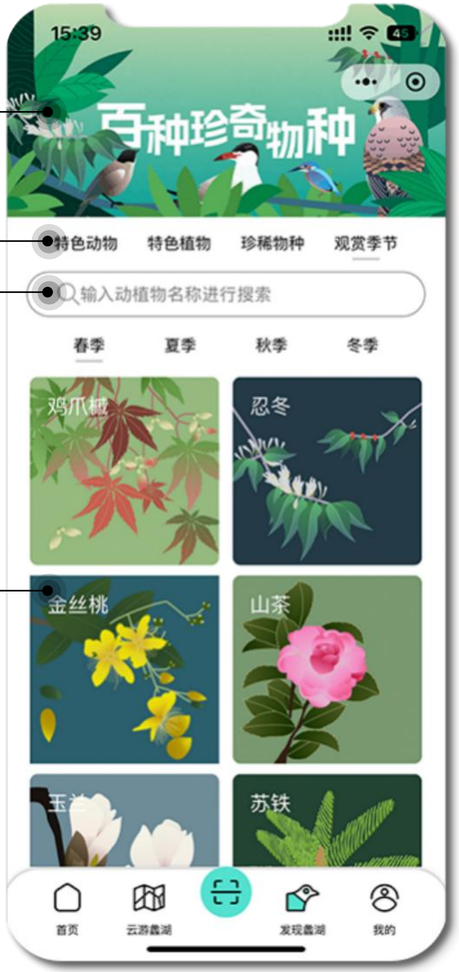
LIST OF RARE SPECIES

Ecological poster

Species classification

Retrieval

Illustration of characteristic plants and animals


15:39
百种珍奇物种
特色动物
特色植物
珍稀物种
观赏季节
输入动植物名称进行搜索
春季
夏季
秋季
冬季
鸡爪槭
忍冬
金丝桃
山茶
玉兰
苏铁
首页
云游蠡湖
发现蠡湖
我的

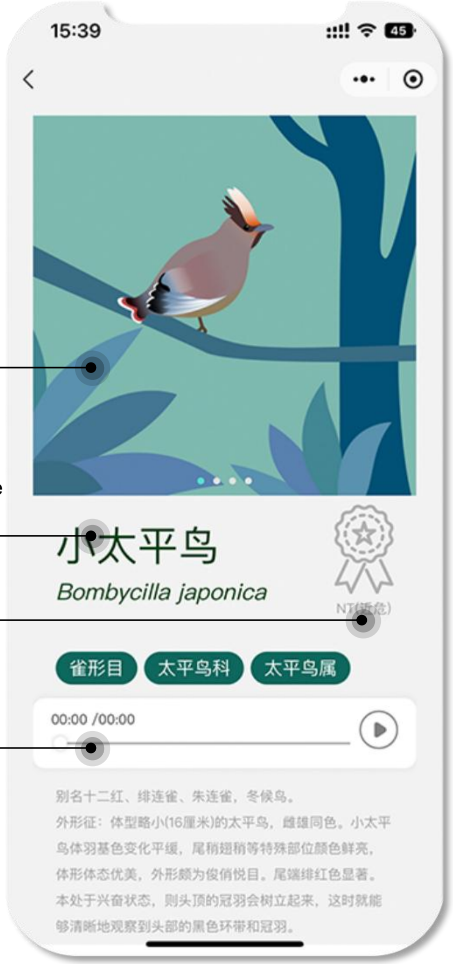
DETAILS PAGE

Ecological poster

Species name (Latin)

Cherish level

Animal voice broadcasting


15:39
小太平鸟
Bombycilla japonica
NT(近危)
雀形目
太平鸟科
太平鸟属
00:00 /00:00

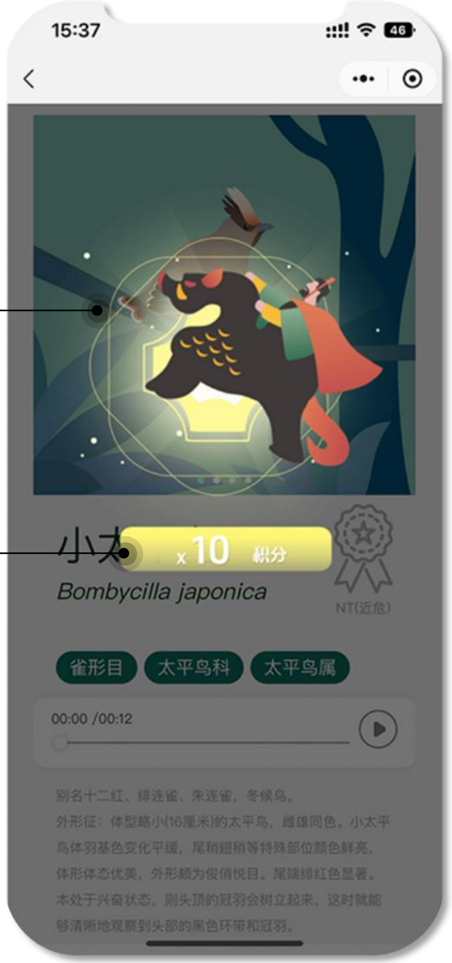
别名十二红、绯连雀、朱连雀，冬候鸟。

外形征：体型略小(16厘米)的太平鸟，雌雄同色。小太平鸟体羽基色变化平缓，尾稍翅稍等特殊部位颜色鲜亮，体形体态优美，外形颇为俊俏悦目。尾端绯红色显著。本处于兴奋状态，则头顶的冠羽会树立起来，这时就能够清晰地观察到头部的黑色环带和冠羽。

POINTS PAGE

Ecological poster

Get points prompt

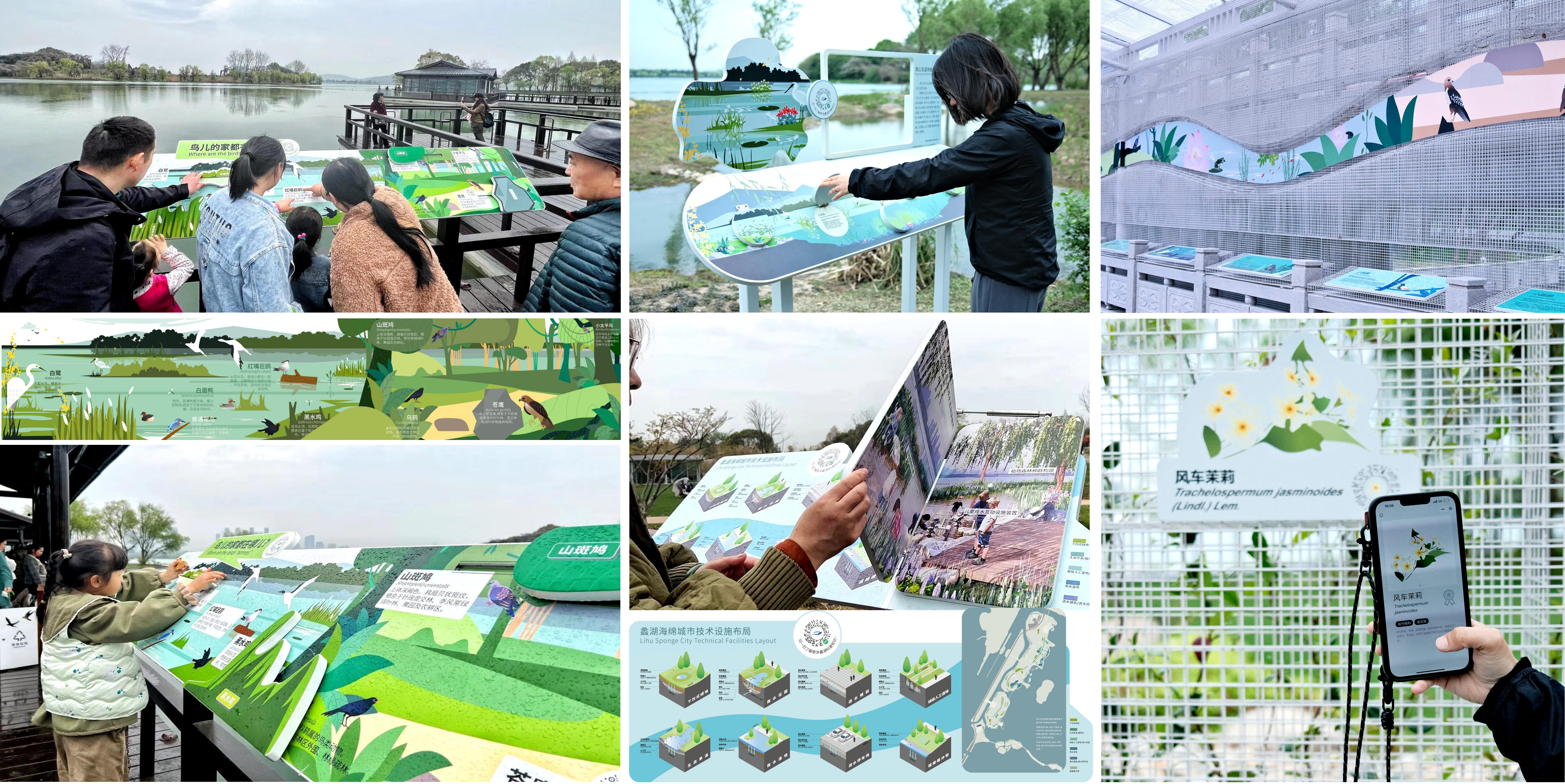

15:37
小太
x 10 积分
Bombycilla japonica
NT(近危)
雀形目
太平鸟科
太平鸟属
00:00 /00:12

别名十二红、绯连雀、朱连雀，冬候鸟。

外形征：体型略小(16厘米)的太平鸟，雌雄同色。小太平鸟体羽基色变化平缓，尾稍翅稍等特殊部位颜色鲜亮，体形体态优美，外形颇为俊俏悦目。尾端绯红色显著。本处于兴奋状态，则头顶的冠羽会树立起来，这时就能够清晰地观察到头部的黑色环带和冠羽。

"Hearing" Bogong Island

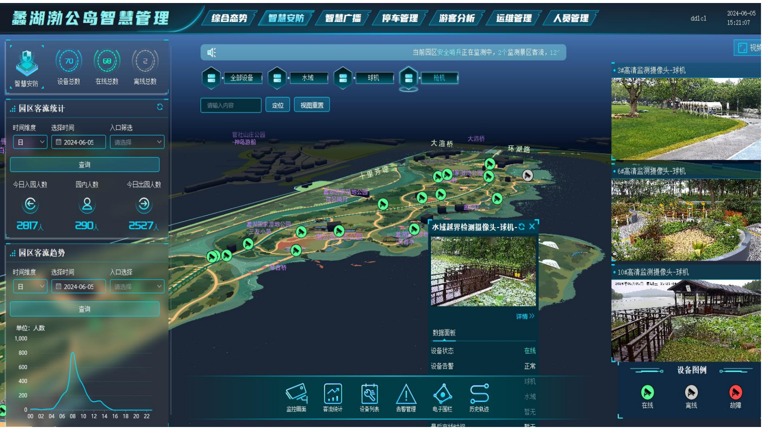
The popular science information of 100 kinds of organisms is detailedly displayed in the app, and the sounds of animals are also recorded in the app to enhance the interestingness and immersion sense of people's experience.


鸟儿的家都在哪儿
Where are the birds' homes
白鹭
Ardea alba
红嘴巨鸥
白眉鸭
普通翠鸟
黑水鸡
乌鸫
苍鹰
Accipiter gentilis
山斑鸠
Streptopelia orientalis
小太平鸟
山斑鸠
风车茉莉
Trachelospermum jasminoides
(Lindl.) Lem.
蠡湖海绵城市技术设施布局
Lihu Sponge City Technical Facilities Layout
植物森林种群构建
儿童戏水互动设施装置

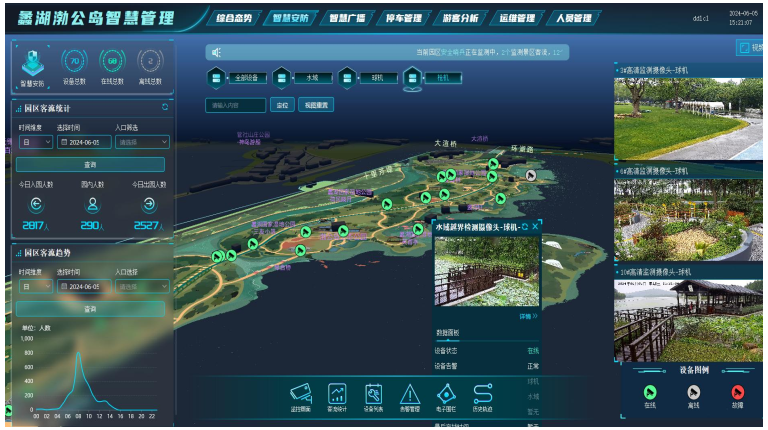
"Touching" Bogong Island - Landscape interactive science popularization sign and corridor.

We have designed 4 landscape interactive science popularization signs, including wetland bird knowledge, wetland plant knowledge, etc. And a 300-meter-long ecological science popularization corridor has been built, featuring carefully drawn pictures of animals and plants and ecological knowledge in the form of vivid and interesting stories.

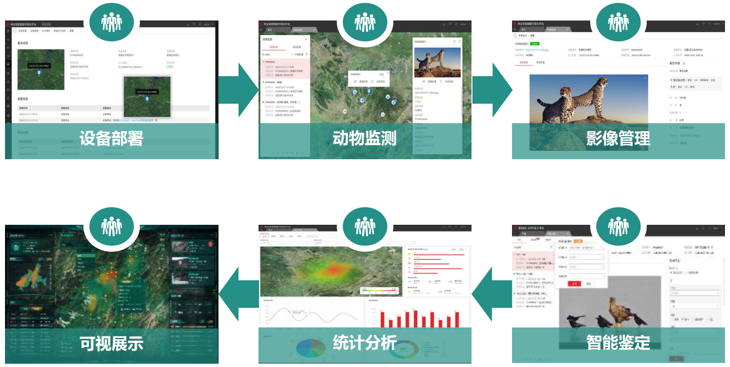
Ecological digital management platform - biodiversity monitoring

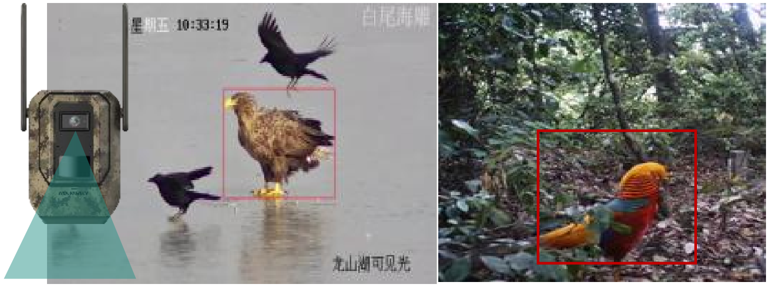


Ecological digital management platform -water environment monitoring

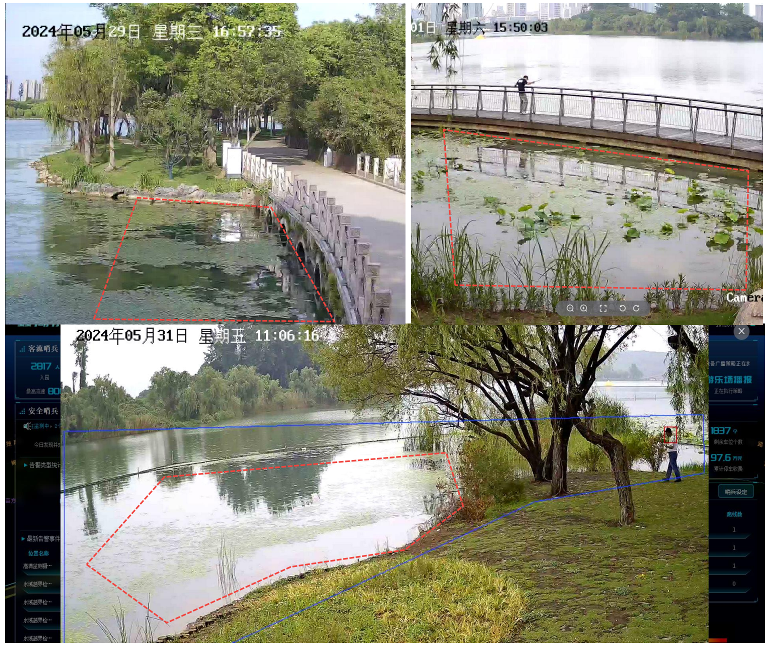


Rich AI recognition model library for accurate identification of species



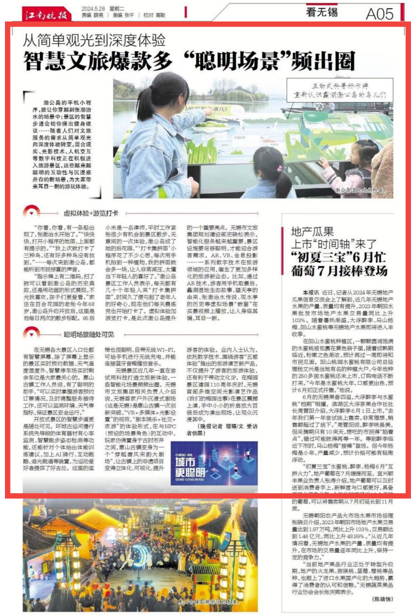


Through AI algorithms, it is possible to identify and monitor floating debris, blue-green algae, etc. On the water surface


2024年05月29日 星期三 16:52:35
01日 星期六 15:50:03
2024年05月31日 星期五 11:06:16

"Observing" Bogong Island - Ecological digital management platform.

Combined with the AI recognition algorithm, we apply equipment such as infrared cameras, high-definition cameras, sensors, etc., which provides image materials for ecological science popularization and also improves the level of biodiversity protection.


江南晚报 2024.5.28 星期二 责编 薛亮 | 美编 张千 | 校对 高敏

看无锡 A05

从简单观光到深度体验

智慧文旅爆款多 “聪明场景”频出圈

渤公岛的手机小程序，能让你穿越到张渤治水的场景中；景区的智慧步道会给你提出健身建议……随着人们对文旅服务的需求从简单观光向深度体验转变，混合现实、光影技术、人机交互等数字科技正在积极进入旅游景区，这些越来越聪明的互动性与沉浸感并存的新场景，为大家带来耳目一新的游玩体验。

互动式科普标示牌
重新认识蠡湖渤公岛的鸟儿们

渤公岛湿地动物科普。

虚拟体验+游览打卡

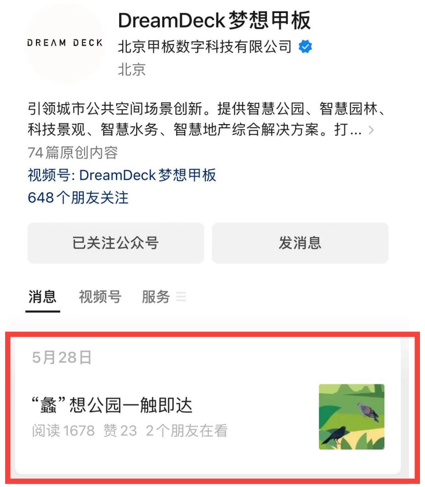
“你看，你看，有一条船出现了，张渤治水开始了。”“快快快，打开小程序的地图，上面都有提示的。”“我上次就打卡了三种鸟，还有好多种鸟没有找到。”……每次来到渤公岛，都能听到市民惊喜的声音。

“指示牌上有二维码，扫了就可以看到渤公岛的历史典故，还是用动画的形式展现，不光我喜欢，孩子们更爱看。”家住在百合花园的老张今年68岁，渤公岛升级开放后，这里是他每日两次的散步标配。95后小米是一名律师，平时工作紧张很少有机会到景区散步，无意间的一次体验，渤公岛成了她的后花园，“‘打卡集拼图’小程序花了不少心思，每次用手机拍到一种植物，我的拼图就会多一块，让人非常减压，太懂当下年轻人的喜好了。”渤公岛景区工作人员表示，每天都有几十个年轻人来“打卡集拼图”，时间久了便勾起了老年人的好奇心，现在他们每天晨练完也开始打卡了。虚拟体验加游览打卡，是此次渤公岛提升的一个重要亮点。无锡市文旅集团规划建设部史晓松表示，智能化服务越来越重要，景区设施要足够聪明，才能迎合游客需求。AR、VR、全息投影……一系列数字技术在旅游领域的应用，催生了更加多样化的旅游新业态。比如，通过AR技术，游客用手机取景后，蠡湖湿地生态故事、望天亭的由来、张渤治水传说、观水亭的历史等虚拟场景“嵌套”在实景视频上播放，让人身临其境，耳目一新。

聪明场景随处可见

地产瓜果
上市“时间轴”来了
“初夏三宝”6月忙
葡萄7月接棒登场

本报讯 近日，记者从2024年无锡地产瓜果信息交流会上了解到，近几年无锡地产水果的产量、质量均有提升，2023年朝阳水果批发市场地产水果交易量同比上升103%。随着暑热渐盛，大浮醉李、马山杨梅、阳山水蜜桃等无锡地产水果即将进入丰收季。


DreamDeck梦想甲板
北京甲板数字科技有限公司
北京

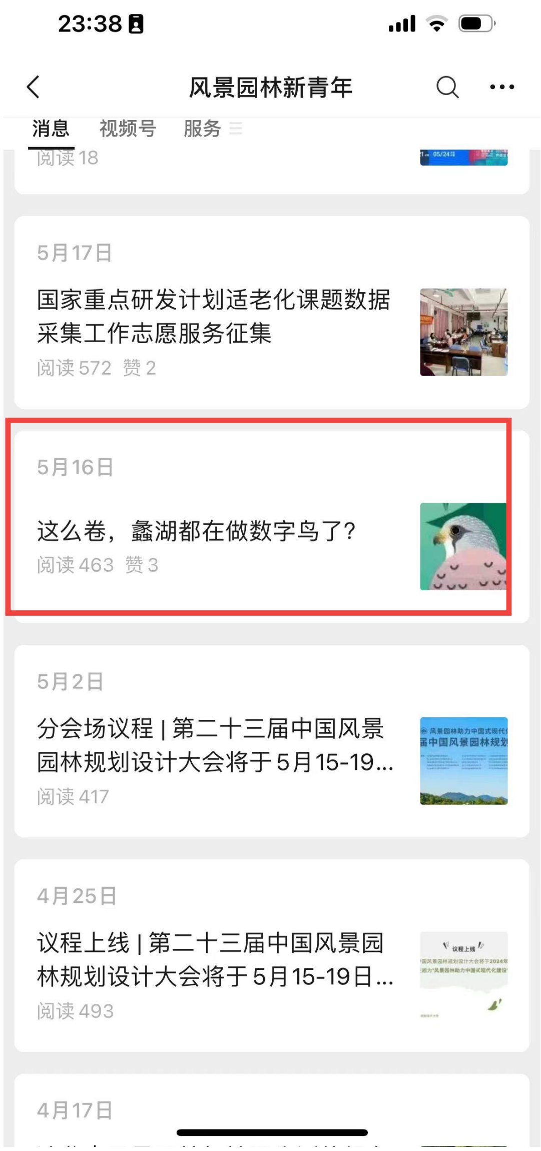
引领城市公共空间场景创新。提供智慧公园、智慧园林、科技景观、智慧水务、智慧地产综合解决方案。打…

74篇原创内容
视频号: DreamDeck梦想甲板
648个朋友关注

已关注公众号 | 发消息

消息 视频号 服务

5月28日
“蠡”想公园一触即达
阅读 1678 赞 23 2个朋友在看


23:38

风景园林新青年

消息 视频号 服务

阅读 18

5月17日
国家重点研发计划适老化课题数据采集工作志愿服务征集
阅读 572 赞 2

5月16日
这么卷，蠡湖都在做数字鸟了？
阅读 463 赞 3

5月2日
分会场议程 | 第二十三届中国风景园林规划设计大会将于5月15-19…
阅读 417

4月25日
议程上线 | 第二十三届中国风景园林规划设计大会将于5月15-19日…
阅读 493

4月17日

SOCIAL BENEFITS

Approximately 2 months after the design was completed, it has cumulatively served more than 60,000 citizens and received positive feedback from the citizens. It has contributed to the protection and dissemination of local ecological and cultural resources.

THANK YOU

NATURE TALK TO ME：

Landscape Science Popularization System of
Ecological and Cultural in Bogong Island, Wuxi, China