

## *Retraction*

# **Retracted: Integrated Development of Smart City Tourism and Cultural and Creative Industries Based on Internet of Things**

### **Wireless Communications and Mobile Computing**

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This article has been retracted by Hindawi following an investigation undertaken by the publisher [1]. This investigation has uncovered evidence of one or more of the following indicators of systematic manipulation of the publication process:

- (1) Discrepancies in scope
- (2) Discrepancies in the description of the research reported
- (3) Discrepancies between the availability of data and the research described
- (4) Inappropriate citations
- (5) Incoherent, meaningless and/or irrelevant content included in the article
- (6) Peer-review manipulation

The presence of these indicators undermines our confidence in the integrity of the article's content and we cannot, therefore, vouch for its reliability. Please note that this notice is intended solely to alert readers that the content of this article is unreliable. We have not investigated whether authors were aware of or involved in the systematic manipulation of the publication process.

Wiley and Hindawi regrets that the usual quality checks did not identify these issues before publication and have since put additional measures in place to safeguard research integrity.

We wish to credit our own Research Integrity and Research Publishing teams and anonymous and named external researchers and research integrity experts for contributing to this investigation.

The corresponding author, as the representative of all authors, has been given the opportunity to register their agreement or disagreement to this retraction. We have kept a record of any response received.

### **References**

- [1] S. Liu, "Integrated Development of Smart City Tourism and Cultural and Creative Industries Based on Internet of Things," *Wireless Communications and Mobile Computing*, vol. 2022, Article ID 8669570, 8 pages, 2022.

## Research Article

# Integrated Development of Smart City Tourism and Cultural and Creative Industries Based on Internet of Things

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In order to solve the problem of asymmetric development of cultural and creative industries in smart city tourism, this paper proposes an analysis method based on the IPA model. Based on the analysis of the current situation of the tourism cultural and creative projects in the traditional block, this method combines the RMP analysis theory and the tourist satisfaction theory to study the local cultural elements and the satisfaction of tourism cultural and creative projects with the IPA model. The results are as follows: sightseeing (42.5%) is the highest motivation of tourists, followed by cultural and creative experience (16.2%), of which 84.8% are self-help tourists, and only 2.3% choose to join the group. Life custom is a significant factor influencing the satisfaction of patients who think it is very important but are actually dissatisfied. Smart tourism and creative tourism projects are considered important by the respondents, but there is a large difference between expectations and perceptions. These are the projects that managers need to focus on to correct at present. It proves that the activation of tourism cultural and creative projects should follow the market-oriented principle, the principle of reflecting characteristics, the principle of cultural guidance, the principle of effectiveness, and the principle of sustainable development in order to achieve the ultimate success.

## 1. Introduction

As early as the end of the 20th century, the view that “computing is no longer only related to computers, it will determine our survival” was put forward, which set off a digital wave. With the continuous promotion and application of computer network technology, the world has entered the Internet era. Subsequently, the global Internet ushered in a new round of innovation and change. Major breakthroughs have been made in big data, cloud computing, and other technologies. The scope of cross-border integration of the Internet has expanded. Revolutionary and disruptive changes have taken place in traditional industries and people’s lives.

Cities should be “making life better” and providing poetic dwelling for human beings. The development of cities must be a process towards more humanization and intelligence. Therefore, driven by modern information technology and based on Digital City, smart city came into being. On the basis of full integration, mining, and utilization of information technology and information resources, smart cities

gather human wisdom and endow things with intelligence, so as to achieve accurate and intelligent management in all areas of the city and intensive utilization of urban resources and promote the sustainable development of the city.

Driven by the tide of global creative economy, cultural and creative industries have developed into strategic industries and pillar industries in various countries and regions. With the continuous development of the new generation of information technology and innovative ideas, the creative economy has further moved towards the sharing economy, and the society has set off a new wave of creativity, innovation, openness, and sharing. Cultural creativity under the combination of technology, culture, and innovation is not only the driving force of urban economic development but also an important means to reflect urban characteristics and vitality. With the transformation and transformation of cities, the ecological environment on which cultural creativity depends will also change. In the development of smart cities, innovative technology and innovative thinking are the core of their development and transformation. How these

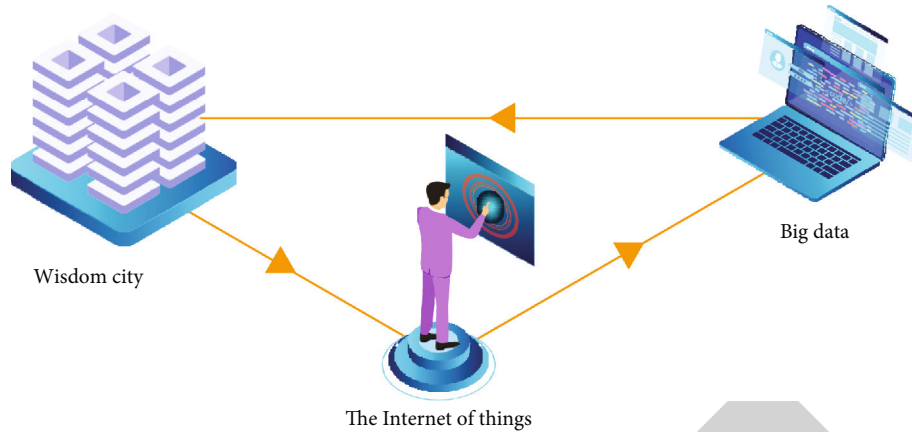


FIGURE 1: Smart city tourism and cultural and creative industry integration of Internet of Things.

factors affect the development of urban cultural and creative ecology will be the focus of our research [1]. As shown in Figure 1.

## 2. Literature Review

Chen et al. put forward the concept of “creative class” on the basis of the theory of creative industry and creative economy, investigated the creative class and its impact on urban regeneration, and concluded that urban facilities and tolerance are the key to successfully attracting and retaining the “creative class” through empirical research on several cities in the United States [2]. Tong and Sun systematically expound the group of “creative class.” The book records the major changes in people’s personal choices and attitudes in chronological order. It not only expounds the changes that are taking place but also explains the underlying economic reasons behind these changes. It clearly shows us how a new economic class will lead our future economic development [3]. At the same time, Nakip et al. creatively put forward the 3T theory of attracting creative talents and believed that talent, technology, and tolerance are the key to attracting creative talents, stimulating innovative development and promoting economic growth [4]. Sun et al. proposed that “the world is not flat.” Through a large number of empirical studies, it shows the context and laws of the global distribution of wealth and wisdom and developed a “residence determiner” to provide a residence guide for people with different personalities, different needs, and at different stages of life, which provides a new perspective for people to understand cities and make choices [5]. Chang and Hung discussed the development of creative class and urban area from social capital theory, human capital theory, and creative capital theory and analyzed the relationship between regional selection of creative class and urban high-tech industry [6].

In the 21st century, how to creatively carry out self-development and find their own unique development potential and cultural assets has become the core goal of urban development. Chang et al. put forward the theory of “creative city” [7]. Ning et al. described the general track of the 150-year long development of the cultural and creative industry in New York, the “city of creativity,” and showed the strong impetus of

the cultural and creative industry to the economic development of New York. He believed that many factors, such as media groups, cultural industry policies, and art activities, were the environmental factors for the sprouting of the creative industry. These factors triggered the trend of cultural quotient crystallization and promoted the rapid development of the cultural and creative industry [8].

From “cultural ecology” to “creative ecology” and then to “cultural creative ecology,” exploring the relationship between culture, creativity, and environment from an ecological perspective is a further expansion and extension of relevant theories after the coordinated development of culture and creativity. As a new concept, “creative ecology” has been supported by many scholars. However, most of the existing studies are from the perspective of cultural and creative industries, and some scholars have noticed the overall cultural and creative atmosphere and cultural and creative ecological development of the city, but there has not been a more systematic study on the whole. At the same time, the development of cultural creativity makes the urban wisdom not only stay in the intellectualization and industrialization of the technical level but also become humanized and poetic in the direction of cultural creativity. Therefore, the ecological development of cultural creativity in smart cities will be an important way to promote the poetic dwelling of cities [9].

On the basis of the current research, this paper expounds and evaluates the general situation of a traditional block and its tourism and cultural and creative projects through on-the-spot visits, surveys, and consulting relevant materials. Based on the RMP analysis theory and the tourist satisfaction theory, the IPA model analysis of cultural elements and tourism cultural and creative projects of traditional blocks in Wudian city is carried out through a questionnaire survey [10, 11].

## 3. Research Methods

*3.1. Activation Path of Tourism Cultural Innovation Project.* Based on the research results of activation path and the concept of cultural and creative project activation, the specific path of tourism cultural and creative project activation is summarized with the main line of ontology activation and tourist experience activation. As shown in Figure 2, the project

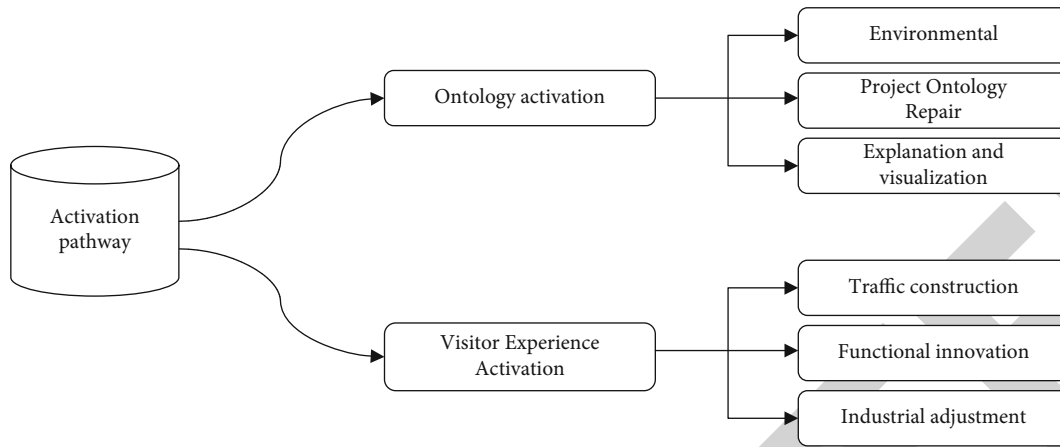


FIGURE 2: Activation path of tourism cultural and creative projects.

ontology is “activated” through three aspects: environmental regeneration, noumenon restoration, and representational interpretation, and then the tourist’s experience is “activated” through three aspects: functional innovation, traffic construction, and industrial adjustment.

**3.1.1. Environmental Regeneration.** Environment refers to the natural and cultural soil on which tourism cultural and creative projects depend. Environmental regeneration is the basic activation step of tourism cultural and creative projects and plays a key role in the external atmosphere of tourism cultural and creative projects and the ecological authenticity of cultural elements. Environmental regeneration in this paper includes natural environment, health status, local customs, and cultural atmosphere [12].

**3.1.2. Restoration of Tourism Cultural and Creative Projects.** For the restoration of material cultural heritage, most of the ancient buildings in the block can be transformed and packaged according to their own characteristics. On the basis of repairing the old external space, appropriate transformation has been carried out in the internal space to build the existing art museum, museum, various characteristic shops, etc. [13].

**3.1.3. Representational Interpretation.** The traditional streets are rich in folklore and folk stories. In the years of development, many legends of celebrities have been left. However, in the interpretation of the scenic spot, there are not many stories that tourists can hear, so it is difficult to have a deep understanding of Minnan culture and folk culture. Traditional streets should strengthen the excavation of folk stories and add rich story elements to various interpretation media to make tourists feel interesting and meaningful [14].

**3.1.4. Traffic Construction.** Once more, people flow in traditional blocks, it is easy to cause traffic congestion, and traffic evacuation becomes an important task. In terms of external traffic, we should strengthen the construction of traffic infrastructure, such as parking management, especially the parking management of large vehicles. In addition, special operating buses for the scenic spot can be added. Tourists can take franchised buses to avoid traffic jams caused by

self-driving. Connect the transportation hub belt, an important transportation node, and create a border tourism circle.

**3.1.5. Functional Innovation.** Create a creative space. The appearance of traditional buildings in the block is not suitable for creative design, but many idle buildings and repeated dining and shopping business areas. They can be transformed inside according to the cultural elements of Southern Fujian, so that tourists can enjoy traditional culture in fashion. Then create creative landscapes, ranging from garbage cans, signs, and other infrastructure to the whole building, which are the realistic carriers of creative landscapes. Then create creative projects and design creative activities to enhance the creative experience of tourists on traditional culture or other cultural elements. Educational function activation mainly refers to carrying out popular science tourism around traditional cultural heritage, using traditional cultural heritage as an educational tool to learn entertainment for tourists of different ages [15].

Various tourism cultural and creative projects can fully tap the six theme elements of local culture and apply them to existing projects. This will transform the culture that is easy to spread, understand, and accept into situational experience projects, so that tourists can experience the traditional cultural connotation, as shown in Figure 3.

**3.2. Study Design.** In order to further study the activation of tourism cultural and creative projects in traditional blocks, this paper not only studies the tourism cultural and creative projects themselves but also studies from the perspective of tourist experience. Based on the understanding of tourism cultural and creative project development, combined with RMP analysis theory and tourist satisfaction theory, this paper makes an IPA model analysis on the cultural elements of traditional blocks and the satisfaction of tourism cultural and creative projects [16]. Lay a foundation for the activation path and direction of subsequent tourism cultural and creative projects.

Based on the RMP analysis theory, this research is designed to collect data from three aspects: resource analysis, tourism market analysis, and adaptive reuse analysis. Among them, cultural elements, activation of tourism

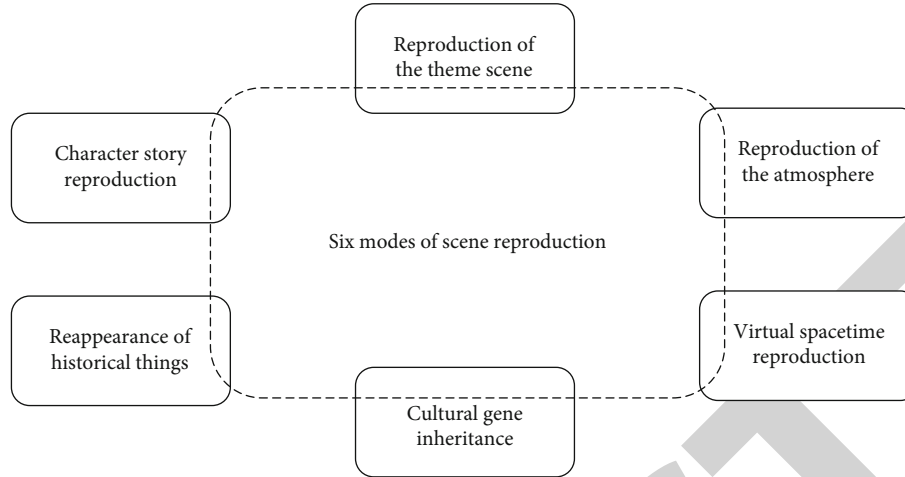


FIGURE 3: Situational experience mode.

cultural and creative projects, and satisfaction theory are combined to summarize the satisfaction indicators of cultural elements and tourism cultural and creative projects. A variety of quantitative analysis methods are used to study the activation of tourism cultural and creative projects in traditional blocks of Wudian city from a quantitative perspective [17, 18].

**3.3. Research Implementation.** The purpose of this questionnaire survey is to obtain the personal information and tourism status of tourists in traditional blocks, the interests of tourists, and the satisfaction of tourists' experience. The data obtained through the questionnaire survey are analyzed to reflect the existing problems. The design of the questionnaire will have an important impact on the follow-up empirical research and the final analysis results [19].

The questionnaire is mainly divided into three parts. The first part is the importance of cultural factors satisfaction analysis. The second part is the satisfaction analysis of the importance of tourism cultural and creative projects. The third part is the statistics of tourist demographic characteristics and tourist behavior information. The first part includes 15 factors: traditional architecture, traditional performance, traditional art, traditional skills, dialect, oral literature, life customs, religion, folk beliefs, ancestor worship, sages, festivals, martial arts, health medicine, and diet. The Likert scale was used to score. The second part includes 9 factors: architectural culture experience project, religious culture experience project, drama culture experience project, craft culture experience project, folk culture experience project, food culture experience project, cultural root seeking project, science and technology knowledge tourism experience project, and creative project. The Likert scale was used for scoring.

**3.4. Reliability Analysis.** In this paper, Cronbach's coefficient is used for reliability analysis. In social surveys, Cronbach's coefficient is the most frequently used reliability analysis method. It was proposed by American educator Lee Cron-

bach in 1995 to measure the internal consistency of the scale. The mathematical definition is shown in the following:

$$\alpha = \frac{k\bar{r}}{(1 + (k - 1)\bar{r})}, \quad (1)$$

where  $k$  is the number of evaluation items and  $\bar{r}$  is the mean value of the correlation coefficient of  $k$  items. The value of  $\alpha$  is between 0 and 1. The higher the value of  $\alpha$ , the greater the credibility of the data. On the contrary, the value of  $\alpha$  determines the credibility of the data. Generally speaking, if  $\alpha$  is less than 0.5, it means the reliability is too low, and a large number of amendments need to be made to the questionnaire: if  $\alpha$  is between 0.5 and 0.8, it means that the questionnaire setting is acceptable and reasonable [20, 21]. When the reliability of the questionnaire reaches 0.8, it means that the reliability of the measurement or questionnaire is excellent.

## 4. Result Analysis

**4.1. Reliability Analysis.** Through SPSS, the Cronbach coefficient reliability analysis is used to standardize the data in this paper. The overall reliability results of the questionnaire are shown in Table 1, indicating that the reliability is good.

**4.2. Tourist Market (M) Analysis.** The investigation on tourists' travel motivation shows that the highest motivation of tourists is sightseeing (42.5%), followed by cultural and creative experience (16.2%), as shown in Table 2.

Based on the investigation on the travel modes of tourists, it is concluded that 84.8% of the tourists travel by themselves, and only 2.3% of the tourists choose to join the group, as shown in Table 3.

**4.3. Cultural Element (R) Analysis.** Select 15 major cultural factors, including traditional architecture, traditional performance, traditional art, traditional skills, dialect, oral literature, life customs, religion, folk beliefs, ancestor worship, sages, festivals, martial arts, health medicine, and diet, and

TABLE 1: Reliability analysis.

Dimension	Cronbach's alpha	Project
Importance of cultural elements	0.898	15
Satisfaction with cultural elements	0.935	15
Total cultural elements	0.947	30
Importance of cultural and creative projects	0.884	9
Satisfaction of cultural and creative projects	0.935	9
Total amount of cultural and creative projects	0.932	18

TABLE 2: Travel motivation and frequency.

	N	Response	Percentage of cases
		Percentage	
Travel motivation			
1. Sightseeing	97	42.50%	73.50%
2. Council affairs	9	3.90%	6.80%
3. Visiting relatives and friends	13	5.70%	9.80%
4. Learning and knowledge	21	9.20%	15.90%
5. Cultural and creative experience	37	16.20%	28.00%
6. Religious pilgrimage	4	1.80%	3.00%
7. Photography	22	9.60%	16.70%
8. Examination of professional nature	8	3.50%	6.10%
9. Others	17	7.50%	12.90%
Total	228	100.00%	172.70%

TABLE 3: Travel mode.

	Frequency	Percentage	Effective percentage	Cumulative percentage
Valid				
Travel agency delegation	7	2.3	2.3	2.3
Official travel	14	4.5	4.5	6.8
Community organizations	11	3.8	3.8	10.6
Self-help play	259	84.8	84.8	95.5
Other	14	4.5	4.5	100
Total	305	100.0	100.0	

understand the activation of cultural and creative resources in traditional blocks and subsequent improvement measures through the importance satisfaction analysis of cultural and creative resources [22].

The data shows that the total average of the 15 indicators under the category of importance is equal to 3.835, and the total average of the 15 indicators under the category of evaluation satisfaction is equal to 3.438.  $i = 3.835$  and  $p = 3.438$  are the coordinate origin. Draw the coordinate axis of vertical intersection based on the intersection point, divide the IPA diagram into 4 quadrants, and mark the vertical intersection point of each pair of indicators in the 15 pairs of indicators at the corresponding position in the quadrant, as shown in Figure 4.

As shown Figure 4, there are 7 items in the first quadrant: traditional architecture, traditional performance, traditional art, traditional skills, dialect, festivals, and diet. These indicators are the factors that respondents believe are of high

importance and satisfaction. According to the IPA analysis model, it shows that for the factors in this quadrant, the respondents believe that these factors are important factors for their evaluation.

The factors in the second quadrant are ancestor worship and sages. The satisfaction of these two indicators is high, but their importance is not very same, indicating that these two indicators are only basic items in the cognition of the respondents and are not enough to influence their views and cognition of cultural elements. The factors in the third quadrant of the IPA chart are oral culture, religion, folk belief, martial arts, and health medicine. This quadrant is represented by areas that are not important or satisfied with the survey. The factors located in the fourth quadrant of the IPA chart are life customs. This factor is that the respondents think it is very important, but they are actually dissatisfied. There is a large difference between expectation and

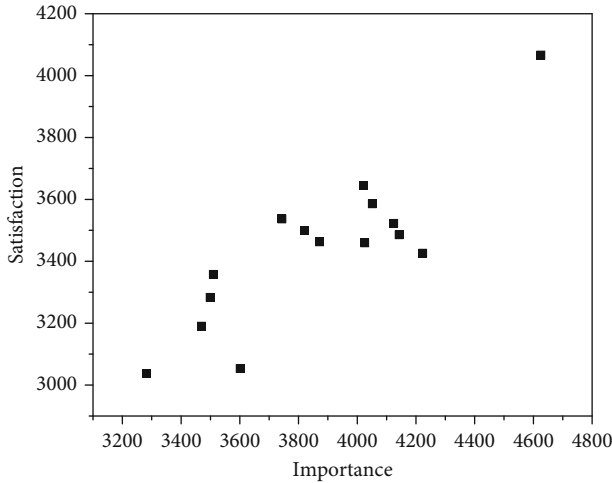


FIGURE 4: Cultural element importance satisfaction (IPA) matrix.

perception, which indicates that the item factor is a significant factor affecting patient satisfaction. According to the IPA analysis method, this is the project that managers need to focus on correction [23, 24].

**4.4. Activation (A) Analysis of Tourism Cultural and Creative Projects.** Nine major cultural factors are selected, including architectural culture experience project, religious culture experience project, opera culture experience project, craft culture experience project, folk culture experience project, food culture experience project, cultural root seeking project, science and technology informed tourism experience project, and creative project. Through the importance satisfaction analysis of tourism cultural and creative projects, understand the activation of tourism cultural and creative projects in traditional blocks and the later improvement measures [25].

The data shows that the total average of the respondents to the 9 indicators under the importance category is equal to 4.100, and the total average of the 9 indicators under the evaluation satisfaction category is  $p$  equal to 3.300. The point where  $i = 4.100$  and  $p = 3.300$  is the coordinate origin. Draw the coordinate axis of vertical intersection based on the intersection point, divide the IPA diagram into 4 quadrants, and mark the vertical intersection point of each pair of indicators in the 9 pairs of indicators at the corresponding position in the quadrant, as shown in Figure 5.

As shown in Figure 5, there is one item of architectural culture in the first quadrant. These indicators are the factors that respondents believe are of high importance and satisfaction. According to the IPA analysis model, it shows that for the factors in this quadrant, the respondents believe that these factors are important factors for their evaluation.

The factors in the second quadrant are as follows: opera culture, craft culture, folk culture, food culture, and cultural root seeking. The satisfaction of these five indicators is high, but the importance is not very same, indicating that this indicator is only a basic item in the cognition of the respondents and is not enough to influence their views and cognition of cultural elements.

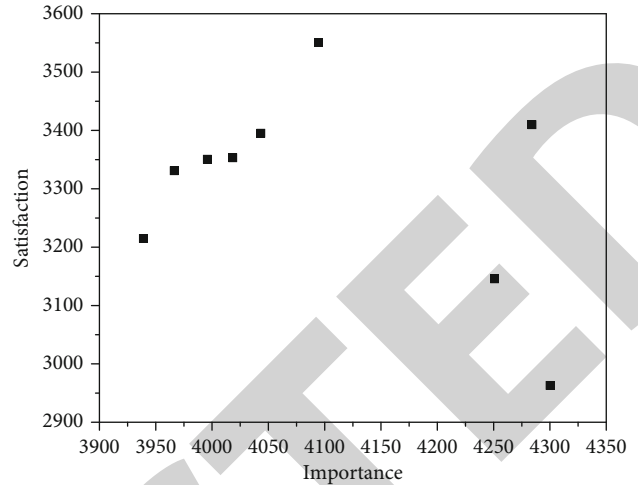


FIGURE 5: Importance satisfaction (IPA) matrix of tourism cultural and creative projects.

The factor in the third quadrant of the IPA chart is an indicator of religious culture. This quadrant is represented by areas that are not important or satisfied with the survey.

The factors in the fourth quadrant of IPA chart include smart tourism body and creative tourism projects. These two factors are that the respondents think they are very important, but they are actually dissatisfied. The large difference between expectation and perception indicates that these two factors are significant factors affecting patient satisfaction. According to the IPA analysis method, this is a project that managers need to focus on correcting.

## 5. Conclusion

This paper takes a traditional block as the research object, discusses the activation mode of tourism cultural and creative projects through IPA research method, and provides a new perspective for the activation and development of tourism cultural and creative projects in traditional blocks. The conclusions are as follows:

- (1) Among the cultural elements of traditional blocks, most of them are in the state of shallow development. Through the IPA model analysis of cultural elements, it is concluded that traditional architecture, traditional performance, traditional art, traditional skills, dialect, festivals, and diet are the factors with high importance and high satisfaction; life customs are the factors with high importance but low satisfaction, which need to be improved. Traditional blocks should strengthen the activation of the experience of life and customs elements on the basis of strengthening architectural transformation and traditional festival performances
- (2) Through the importance satisfaction analysis, smart tourism projects and creative tourism projects are the types of tourism cultural and creative projects that the respondents think are very important but

are actually dissatisfied with. There are great differences between expectations and perceptions, which are the projects that managers should focus on improving

- (3) The activation path of tourism cultural and creative projects in traditional blocks of Wudian city is constructed. The activation starts from two aspects: ontology activation and tourist experience activation. Ontology activation includes environmental regeneration, ontology restoration, and interpretation visualization. Tourist experience activation includes traffic construction, functional innovation, and industrial adjustment

At present, the cultural and creative project of the block is still in its infancy, and there is still much room for improvement in the project planning. Cultural and creative tourism is a new form of tourism that breaks the traditional tourism model. The concept of cultural and creative project activation is introduced into the project development of traditional blocks, which enhances the attraction of blocks and the influence of cultural brands.

### Data Availability

The data used to support the findings of this study are available from the corresponding author upon request.

### Conflicts of Interest

The author declares no conflicts of interest.

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