

TourGuideLite — ROI & Feature Comparison Matrix

App-Free Live Audio Streaming vs. Traditional Hardware & Native Apps

1. Solution Comparison Matrix

Evaluation Criterion	TourGuideLite (Browser / QR)	Traditional Tour Radios	Native Mobile Apps
Hardware Investment	\$0 Initial Cost Uses guide & guest smartphones.	High initial expenditure on transmitters, receivers & charging cases.	High initial custom software development & store fees.
Maintenance & Logistics	Zero Maintenance No physical sanitization, charging, or repairs.	Daily sanitization, charging management, unit repairs & replacements.	Continuous OS updates, app store maintenance & bug fixes.
Guest Onboarding	Instant / App-Free Scan QR code or click link. No download/account.	Handing out, collecting & sanitizing physical receivers & earpieces.	Mandatory app store download & user registration before joining.
Cost Structure	Pay-Per-Tour Credits \$0.60 to \$1.00 per tour. Credits never expire.	Fixed monthly leases or upfront capital purchase.	Costly fixed monthly subscription or per-user license fees.
Audio Technology	WebRTC Streaming Low latency, echo cancellation & STUN/TURN.	Analog/digital radio subject to local channel interference.	Variable latency over custom media servers or local Wi-Fi.
Group Scalability	Instant / Unlimited Add listeners on demand without hardware limits.	Capped by physical receiver count in charging case.	Limited by app store adoption & server bandwidth.

2. Credit Package Pricing (No Monthly Subscription · Credits Never Expire)

Package Name	Credits Included	Total Price (USD)	Cost Per Tour (USD)	Relative Savings
Starter	5 credits	\$5.00	\$1.00 / tour	Base price
Basic	10 credits	\$9.00	\$0.90 / tour	Save 10%
Popular	25 credits	\$20.00	\$0.80 / tour	Save 20%
Value	50 credits	\$35.00	\$0.70 / tour	Save 30%
Pro	100 credits	\$60.00	\$0.60 / tour	Save 40% (Best Value)