CLAIMS:

1. A locker system, comprising:

a locker area;

a plurality of lockers positioned in the locker area;

a plurality of augmented reality headsets, individual augmented headsets of the plurality of augmented reality headsets including a display and being configured to be worn by respective individual users; and

a controller communicatively coupled to the plurality of lockers and the plurality of augmented reality headsets, wherein the controller comprises a memory and a processor configured to execute instructions stored on the memory comprising instructions for:

engaging with individual augmented headsets of the plurality of augmented reality headsets, and obtaining information relating to locker assignment from the individual augmented headsets upon engaging with the individual augmented headsets, wherein the obtained information comprises information indicative of the location of the respective individual users;

generating locker assignments to assign individual lockers of the plurality of lockers to the respective individual users based on the obtained information relating to locker assignment, wherein the assigned individual lockers are within a threshold distance of the respective individual users;

communicating the locker assignments of the assigned individual lockers to the respective individual users using the plurality of augmented reality headsets; and

controlling operation of the assigned individual lockers of the plurality of lockers based on signals received from the plurality of augmented reality headsets of the respective individual users, wherein the signals are indicative of commands provided by the respective individual users and wherein the commands are sensed using the plurality of augmented reality headsets.

2. The locker system of claim 1, comprising one or more cameras configured to surveil the locker area, wherein generating the locker assignments is based on information received via the ~~plurality of augmented reality headsets, the~~ one or more cameras~~, or a combination thereof~~.

3. The locker system of claim 1, wherein generating the locker assignments is further based on locker availability, ~~user location,~~ user profile, user preferences, user identification membership status, admission status, or a combination thereof.

4. The locker system of claim 1, wherein a particular assigned individual locker is indicated on the display of an individual augmented reality headset with an indicator positioned to correspond to an actual view of the particular assigned individual locker.

5. The locker system of claim 1, wherein controlling the operation of the assigned individual lockers comprises locking and unlocking the assigned individual lockers.

6. The locker system of claim 1, wherein the instructions comprise displaying navigation to the assigned individual lockers on the displays of the respective augmented reality headsets.

7. The locker system of claim 1, comprising generating the signals with the plurality of augmented reality headsets based on information from gesture recognition systems of the augmented reality headsets.

8. The locker system of claim 1, wherein the instructions comprise updating availabilities of the plurality of lockers based on the locker assignments.

9. A system comprising:

a locker area

a plurality of lockers positioned in the locker area;

a plurality of augmented reality headsets; and

a controller communicatively coupled to the plurality of lockers and the plurality of augmented reality headsets, wherein the controller is configured to:

engage with individual augmented headsets of the plurality of augmented reality headsets;

determine assignments of the plurality of lockers to respective individual users of the individual augmented headsets based on one or more criteria comprising information indicative of the location of the respective individual users collected using the individual augmented reality

headsets upon engagement with the individual augmented headsets, wherein each assigned locker of the plurality of lockers is within a threshold distance of the respective individual users; and

communicate the assignments to the respective plurality of augmented reality headsets, wherein the assigned lockers of the plurality of lockers are configured to be locked and unlocked in response to instructions provided via the respective plurality of augmented reality headsets.

10. The system of claim 9, wherein the one or more criteria comprise comprise information collected using the plurality of augmented reality headsets.

11. The system of claim 9, comprising one or more camera disposed in the locker area, wherein the one or more criteria comprise information collected using the one or more camera.

12. The system of claim 9, wherein the one or more criteria comprise distances between the plurality of lockers and the plurality of augmented reality headsets.

13. The system of claim 9, wherein each of the respective plurality of augmented reality headsets includes a display and the assigned lockers are indicated on the displays.

14. The system of claim 9, wherein the instructions are provided using gesture recognition systems of the respective plurality of augmented reality headsets.

15. A method of using a locker system, comprising:

receiving, via a controller, information from an augmented reality headset, wherein the information ~~is about~~comprises a location of a user of the augmented reality headset in a locker area comprising a plurality of lockers;

accessing information from sensors, via the controller, the information being indicative of locker availability of the plurality of lockers;

generating a locker assignment to assign an individual locker of the plurality of lockers to the user based on the information about the user and the information about the locker availability, wherein the assigned individual locker is within a threshold distance of the user;

communicating ~~potential available~~the generated locker assignment~~s~~ from the controller to the augmented reality headset worn by the user ~~based on the information about the user and the information about the locker availability and~~ by graphically indicating the ~~potential available~~generated locker assignment~~s~~ in augmented reality; and

~~receiving a signal, via the controller, that the user has selected one locker of the potential available locker assignments; and~~

~~associating, via the controller, the one locker with the user~~

controlling operation of the assigned individual locker based on signals received from the augmented reality headset worn by the user, wherein the signals are indicative of commands provided by the user and wherein the commands are sensed using the augmented reality headset.

16. The method of claim 15, wherein the information ~~about the user~~further comprises ~~user location in the locker area and~~ a direction of gaze of the user.

17. The method of claim 5, comprising displaying highlights or overlays of the potential available locker assignments on a display of the augmented reality headset.

18. The method of claim 15, wherein the signal that the user has selected the one locker comprises one or more signals provided by a gesture recognition system of the augmented reality headset.

19. The method of claim 15, comprising collecting the information about the user from one or more cameras disposed in the one or more locker areas.

20. The method of claim 15, wherein the information about the user comprises user profile information, user preference information, user identification, membership status, admission status, or a combination thereof from a data server.