CLAIMS:

1. An augmented reality, virtual reality, and/or mixed reality (AR/VR) system, comprising:

a wearable visualization assembly configured to be worn by a user and to display virtual features for visualization by the user during an amusement ~~a ride~~ stage of an attraction, wherein the amusement stage occurs between a loading stage and an unloading stage of the attraction, and wherein the wearable visualization assembly comprises a sensor configured to provide feedback indicative of an attachment status of the wearable visualization assembly on the user;

a retraction assembly coupled to the wearable visualization assembly via a tether and configured to retrieve the tether; and

a controller communicatively coupled to the retraction assembly and the sensor, wherein the controller is configured to selectively actuate the retraction assembly to retrieve the tether to transition the wearable visualization assembly to a storage configuration in response to the feedback indicating that the wearable visualization assembly transitions from an attached configuration on the user to ~~is in~~ a detached configuration removed from the user during the amusement ~~ride~~ stage.

2. The AR/VR system of claim 1, wherein the wearable visualization assembly comprises:

an interface device configured to couple to a head of the user; and

a visualization device configured to couple to the interface device and to display the virtual features for visualization by the user.

3. The AR/VR system of claim 2, wherein the interface device comprises a frame supporting a reaction material, the visualization device comprises an electromagnet configured to magnetically couple to the reaction material, and the controller is configured to energize the electromagnet to retain the visualization device in a locked configuration with the interface device during the amusement ~~ride~~ stage.

4. The AR/VR system of claim 1, wherein the sensor comprises a contact sensor, and the controller is configured to determine that the wearable visualization assembly is in the detached configuration in response to the feedback indicating that the contact sensor does not contact the user.

5. The AR/VR system of claim 1, wherein the sensor comprises a proximity sensor, and the controller is configured to determine that the wearable visualization assembly is in the detached configuration in response to the feedback indicating that a separation distance between the proximity sensor and the user exceeds a threshold distance.

6. The AR/VR system of claim 1, wherein the sensor comprises a camera and the feedback comprises image data of a head of the user, and the controller is configured to determine that the wearable visualization assembly is in the detached configuration in response to analysis of the image data indicating that a separation distance between the camera and the head of the user exceeds a threshold distance.

7. The AR/VR system of claim 1, comprising a ride vehicle of the attraction, wherein the retraction assembly is coupled to the ride vehicle, the tether extends from the retraction assembly to the wearable visualization assembly through a storage receptacle of the ride vehicle, and the wearable visualization assembly engages with the storage receptacle in the storage configuration.

8. The AR/VR system of claim 7, wherein controller is configured to instruct the retraction assembly to apply and retain a threshold tension on the tether while the wearable visualization assembly is in the storage configuration within the storage receptacle to drive a contact surface of the wearable visualization assembly against a receiving surface of the storage receptacle.

9. The AR/VR system of claim 1, wherein the controller is configured to operate the retraction assembly to enable release of the tether from the retraction assembly during ~~a~~

the loading ~~ride~~ stage of the attraction.

10. The AR/VR system of claim 1, wherein the retraction assembly comprises a drum configured to retrieve the tether or enable release of the tether.

11. The AR/VR system of claim 1, wherein the wearable visualization assembly comprises:

an interface device configured to couple to a head of the user; and

a visualization device configured to display the virtual features for visualization by the user and configured to couple to the interface device,

wherein the visualization device comprises a first connector electrically coupled to the controller, the interface device comprises a second connector electrically coupled to the sensor, and the first connector is configured to engage the second connector in an engaged configuration of the visualization device and the interface device to electrically couple the sensor and the controller.

12. The AR/VR system of claim 1, comprising a seat sensor configured to provide additional feedback indicative of a presence of the user within a seat of a ride vehicle of the attraction, wherein the controller is configured to actuate the retraction assembly to retain the wearable visualization assembly in the storage configuration during the amusement ~~ride~~ stage in response to the feedback indicating that the user is not present within the seat of the ride vehicle of the attraction.

13. A method of operating an augmented reality, virtual reality, and/or mixed reality (AR/VR) system, the method comprising:

locking, via a coupling system, a visualization device to an interface device to provide a wearable visualization assembly configured to be worn by a user during an amusement ~~ride~~ stage of an attraction, wherein the amusement stage occurs between a loading stage and an unloading stage of the attraction;

generating, via a sensor of the wearable visualization assembly, feedback indicative of an attachment status of the wearable visualization assembly on the user;

monitoring, via a controller, the feedback; and

selectively actuating, via the controller, a retraction assembly coupled to the wearable visualization assembly to transition the wearable visualization assembly to a storage configuration in response to the feedback indicating that the wearable visualization assembly transitioned from an attached configuration on the user to a detached configuration removed from the user during the amusement ~~ride~~ stage.

14. The method of claim 13, wherein the retraction assembly is coupled to the wearable visualization assembly via a tether, and wherein actuating the retraction assembly comprises retrieving the tether to draw the wearable visualization assembly toward and into a storage receptacle of a ride vehicle, wherein the wearable visualization assembly engages the storage receptacle in the storage configuration.

15. The method of claim 14, comprising actuating, via the controller, the retraction assembly to apply a threshold tension to the tether to drive a contact surface of the wearable visualization assembly against a receiving surface of the storage receptacle in the storage configuration of the wearable visualization assembly.

16. The method of claim 13, further comprising:

determining, via an additional sensor, an occupancy of a seat of a ride vehicle of the attraction; and

actuating, via the controller, the retraction assembly to retain the visualization device in a storage receptacle of the ride vehicle in response to receiving additional feedback from the additional sensor indicating that the seat is unoccupied upon initiation of the amusement ~~ride~~ stage.

17. An augmented reality, virtual reality, and/or mixed reality (AR/VR) system, comprising:

a ride vehicle of an attraction, wherein the ride vehicle is configured to execute an amusement stage of the attraction between sequential loading and unloading stages of the attraction;

a visualization device coupled to the ride vehicle via a tether and configured to display virtual features for visualization by a user of the visualization device;

an interface device configured to be worn by the user and to engage with the visualization device to form a wearable visualization assembly;

a retraction assembly coupled to the ride vehicle and the tether, wherein the retraction assembly is configured to retrieve the tether to reduce an extension length of the tether; and

a controller electrically coupled to the retraction assembly, wherein the controller is configured to selectively actuate the retraction assembly to retrieve the tether to transition the wearable visualization assembly ~~device and the interface device~~ to a storage receptacle of the ride vehicle in response to receiving feedback from a sensor indicating that the wearable visualization assembly transitions from an attached configuration on the user to a detached configuration removed ~~device is detached~~ from the user during the amusement ~~a ride~~ stage of the attraction.

18. The AR/VR system of claim 17, comprising the sensor, wherein the sensor is coupled to the interface device, and the sensor comprises a heartbeat sensor or a proximity sensor.

19. The AR/VR system of claim 18, wherein the visualization device comprises a first connector electrically coupled to the controller, the interface device comprises a second connector electrically coupled to the sensor, and the first connector is configured to engage the second connector in an engaged configuration of the visualization device and the interface device to electrically couple the sensor to the controller.

~~20. The AR/VR system of claim 17, wherein the ride stage is an amusement stage of the attraction, and the ride vehicle is configured to execute the amusement stage between sequential loading and unloading stages of a ride cycle of the attraction.~~

20. The AR/VR system of claim 7, wherein the storage receptable is formed in a support

structure of the ride vehicle, wherein the support structure is separate from a lap bar of the ride vehicle.