INTERACTIVE ANIMATED CHARACTER HEAD SYSTEMS AND METHODS

Abstract

An interactive system (10) includes one or more processors (82) that are configured to receive a first signal indicative of an activity of a user (26) within an environment and to receive a second signal indicative of the user (26) approaching an animated character head (30). The one or more processors (82) are also configured to provide information related to the activity of the user (26) to a base station control system (32) associated with the animated character head (30) in response to receipt of the second signal to facilitate a personalized interaction between the animated character head (30) and the user (26).

[FIG.1]