CLAIMS:

1. An amusement park system, comprising:

an augmented experience system configured to:

track guest interactions over a time period ~~of~~for a plurality of guests of an amusement park with one or more employees of the amusement park, one or more mobile devices, one or more wearable devices, one or more themed devices, or one or more physical objects disposed within a real-world environment of the amusement park; and

augment the real-world environment of the amusement park based at least in part on data relating to the guest interactions.

2. The amusement park system of claim 1, wherein the augmented experience system is configured to track the guest interactions during all hours of operation of the amusement park.

3. The amusement park system of claim 1, wherein the guest interactions comprise interactions with inputs of the one or more mobile devices, the one or more wearable devices, or the one or more physical objects.

4. The amusement park system of claim 1, wherein the guest interactions comprise position, orientation, or motion of the plurality of guests, the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

5. The amusement park system of claim 4, wherein the position, orientation, or motion of the one or more mobile devices, the one or more wearable devices, or the one or more themed devices is detected by orientation and position sensors disposed within the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

6. The amusement park system of claim 4, wherein the position, orientation, or motion

of the one or more mobile devices, the one or more wearable devices, or the one or more themed devices is detected by a monitoring system disposed within the real-world environment of the amusement park.

7. The amusement park system of claim 1, wherein the guest interactions comprise proximity of at least the plurality of guests, the one or more mobile devices, the one or more wearable devices, or the one or more themed devices with the one or more physical objects.

8. The amusement park system of claim 1, wherein the augmented experience system comprises an image generation system configured to:

generate one or more augmented reality (AR) images based at least in part on the data relating to the guest interactions; and

transmit the AR images to one or more AR image generators disposed within the real-world environment of the amusement park.

9. The amusement park system of claim 8, wherein the image generation system is configured to generate the one or more AR images based at least in part on local settings stored in the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

10. The amusement park system of claim 8, wherein the image generation system is configured to generate the one or more AR images based at least in part on global settings of the amusement park.

11. The amusement park system of claim 8, wherein the image generation system is configured to generate the one or more AR images based at least in part on the current time of day, the current date, or the current weather of the real-world environment of the amusement park.

12. The amusement park system of claim 1, wherein the augmented experience system comprises a physical interaction system configured to: determine one or more physical effects to be implemented for the one or more physical objects based at least

in part on the data relating to the guest interactions; and transmit one or more control signals to the one or more physical objects to implement the determined one or more physical effects.

13. The amusement park system of claim 12, wherein the physical interaction system is configured to determine the one or more physical effects based at least in part on local settings stored in the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

14. The amusement park system of claim 12, wherein the physical interaction system is configured to determine the one or more physical effects based at least in part on global settings of the amusement park.

15. The amusement park system of claim 12, wherein the physical interaction system is configured to determine the one or more physical effects based at least in part on the current time of day, the current date, or the current weather of the real-world environment of the amusement park.

16. The amusement park system of claim 1, wherein the one or more mobile devices comprise one or more mobile phones or tablet computers.

17. The amusement park system of claim 1, wherein the one or more wearable devices comprise one or more watch-like electronic devices, bracelets, amulets, rings, headbands, glasses, hats, helmets, t-shirts, jackets, coats, shorts, pants, shoes, boots, or other wearable items.

18. The amusement park system of claim 1, wherein the one or more themed devices comprise toy guns, swords, flags, or wands.

19. The amusement park system of claim 1, wherein the augmented experience system is configured to receive inputs relating to the data relating to the guest interactions from the one or more employees of the amusement park via one or more mobile devices,

one or more wearable devices, one or more themed devices, or one or more physical objects disposed within the real-world environment of the amusement park.

20. A method, comprising:

tracking, via an augmented experience system of an amusement park, guest interactions over a time period for ~~of~~ a plurality of guests of the amusement park with one or more employees of the amusement park, one or more mobile devices, one or more wearable devices, one or more themed devices, or one or more physical objects disposed within a real-world environment of the amusement park; and

augmenting, via the augmented experience system, the real world environment of the amusement park based at least in part on data relating to the guest interactions.

21. The method of claim 20, wherein augmenting the real-world environment of the amusement park comprises:

generating, via an image generation system, one or more augmented reality (AR) images based at least in part on the data relating to the guest interactions; and

transmitting, via the image generation system, the AR images to one or more AR image generators disposed within the real-world environment of the amusement park.

22. The method of claim 20, wherein augmenting the real-world environment of the amusement park comprises:

determining, via a physical interaction system, one or more physical effects to be

implemented for the one or more physical objects based at least in part on the data relating to the guest interactions; and

transmitting, via the physical interaction system, one or more control signals to the one or more physical objects to implement the determined one or more physical effects.

23. The method of claim 20, comprising tracking, via the augmented experience system of the amusement park, the guest interactions during all hours of operation of the amusement park.

24. An amusement park system, comprising:

a monitoring system configured to monitor one or more employees of an amusement park, one or more mobile devices, one or more wearable devices, one or more themed devices, or one or more physical objects disposed within a real-world environment of the amusement park to detect a plurality of guest interactions of a plurality of guests of the amusement park ~~during~~ over a time period; and

an augmented experience system configured to generate images and/or implement physical effects in the real-world environment based at least in part on data relating to the plurality of guest interactions detected by the monitoring system during the time period.

25. The amusement park system of claim 1, wherein the plurality of guest interactions comprise interactions with inputs of the one or more mobile devices, the one or more wearable devices, or the one or more physical objects.

26. The amusement park system of claim 1, wherein the plurality of guest interactions comprise position, orientation, or motion of the plurality of guests, the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

27. The amusement park system of claim 26, wherein the position, orientation, or motion

of the one or more mobile devices, the one or more wearable devices, or the one or more themed devices is detected by one or more orientation and position sensors disposed within the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

28. The amusement park system of claim 26, wherein the position, orientation, or motion of the one or more mobile devices, the one or more wearable devices, or the one or more themed devices is detected by one or more tracking devices of the monitoring system.

29. The amusement park system of claim 1, wherein the plurality of guest interactions comprise proximity of at least the plurality of guests, the one or more mobile devices, the one or more wearable devices, or the one or more themed devices with the one or more physical objects.

30. The amusement park system of claim 1, wherein the augmented experience system comprises an image generation system configured to generate the images based at least in part on the data relating to the plurality of guest interactions detected by the monitoring system during the time period, and to transmit the images to one or more image generators disposed within the real-world environment of the amusement park.

31. The amusement park system of claim 30, wherein the image generation system is configured to generate the images based at least in part on the current time of day, the current date, or the current weather of the real-world environment of the amusement park.

32. The amusement park system of claim 1, wherein the augmented experience system comprises a physical interaction system configured to determine the physical effects to be implemented based at least in part on the data relating to the plurality of guest interactions detected by the monitoring system during the time period, and to transmit one or more control signals to one or more physical objects to implement the determined physical effects.

33. The amusement park system of claim 32, wherein the physical interaction system is configured to determine the physical effects based at least in part on the current time of day, the current date, or the current weather of the real-world environment of the amusement park.

34. The amusement park system of claim 1, wherein the augmented experience system is configured to generate the images and/or implement the physical effects in the real-world environment based at least in part on local settings stored in the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

35. The amusement park system of claim 1, wherein the augmented experience system is configured to generate the images and/or implement the physical effects in the real-world environment based at least in part on global settings of the amusement park.

36. The amusement park system of claim 1, wherein the one or more mobile devices comprise one or more mobile phones or tablet computers.

37. The amusement park system of claim 1, wherein the one or more wearable devices comprise one or more watch-like electronic devices, bracelets, amulets, rings, headbands, glasses, hats, helmets, t-shirts, jackets, coats, shorts, pants, shoes, boots, or other wearable items.

38. The amusement park system of claim 1, wherein the one or more themed devices comprise toy guns, swords, flags, or wands.

39. A method, comprising:

monitoring, via a monitoring system, one or more employees of an amusement park, one or more mobile devices, one or more wearable devices, one or more themed devices, or one or more physical objects disposed within a real-world environment of

the amusement park to detect guest interactions of a plurality of guests of the amusement park ~~during~~ over a time period;

generating, via an image generation system, one or more images based at least in part on data relating to the guest interactions detected by the monitoring system;

transmitting the images from the image generation system to one or more image generators disposed within the real-world environment of the amusement park;

determining, via a physical interaction system, one or more physical effects to be implemented for the one or more physical objects based at least in part on the data relating to the guest interactions detected by the monitoring system; and

transmitting one or more control signals from the physical interaction system to the one or more physical objects to implement the determined one or more physical effects.

40. The method of claim 39, wherein the guest interactions comprise interactions with inputs of the one or more mobile devices, the one or more wearable devices, or the one or more physical objects.

41. The method of claim 39, wherein the guest interactions comprise position, orientation, or motion of the plurality of guests, the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

42. The method of claim 41, wherein the position, orientation, or motion of the one or more mobile devices, the one or more wearable devices, or the one or more themed devices is detected by one or more orientation and position sensors disposed within the one or more mobile devices, the one or more wearable devices, or the one or more themed devices.

43. The method of claim 41, wherein the position, orientation, or motion of the one or

more mobile devices, the one or more wearable devices, or the one or more themed devices is detected by one or more tracking devices of the monitoring system.

44. The method of claim 39, wherein the guest interactions comprise proximity of at least the plurality of guests, the one or more mobile devices, the one or more wearable devices, or the one or more themed devices with the one or more physical objects.