IN THE CLAIMS:

1. An amusement park monitoring system, comprising:

a plurality of sensor devices configured to acquire data related to one or more individuals within an amusement park; and

a memory storing executable instructions that, when executed, cause a processor to:

identify an activity performed by the one or more individuals based on the data;

compare the activity to a behavior model, wherein the behavior model is indicative of one or more behavior threshold values associated with one or more amusement park attractions;

determine that the activity exceeds a behavior threshold value of the one or more behavior threshold values, wherein exceeding the behavior threshold value is indicative of unacceptable behavior; and

initiate an action in response to the activity exceeding the behavior threshold value, wherein initiating the action comprises limiting an aspect of the one or more amusement park attractions by reducing an amount of visual or audio feedback of a component of the one or more amusement park attractions associated with the one or more individuals.

2. The system of claim 1, wherein the processor is configured to localize the action to the one or more individuals performing the activity to limit an effect on one or more other individuals within the amusement park, wherein the one or more other individuals are within the one or more behavior threshold values.

3. The system of claim 2, wherein localizing the action to the one or more individuals performing the activity comprises sending a notification to a computing device associated with each of the one or more individuals, wherein the notification comprises a recommendation to stop the activity.

4. The system of claim 1, wherein limiting the aspect of the one or more amusement park attractions comprises reducing an amount of haptic feedback of the component of the one or more amusement park attractions associated with the one or more individuals.

5. The system of claim 2, wherein localizing the action to the one or more individuals performing the activity comprises placing a hold on a guest profile associated with each individual of the one or more individuals, wherein the hold comprises preventing access to at least one of the one or more amusement park attractions.

6. The system of claim 1, wherein the behavior threshold value corresponds to a position of an item or individual with respect to one or more components of the one or more amusement park attractions.

7. The system of claim 1, wherein the behavior threshold value corresponds to motion metrics for individual or group movements.

8. The system of claim 1, wherein the one or more behavior threshold values correspond to behavior performed by a threshold number of guests within the amusement park.

9. A non-transitory, computer-readable medium comprising computer-executable instructions configured to, when executed, cause a processor to:

receive data related to one or more individuals within an amusement park from a plurality of sensor devices configured to acquire the data;

identify an activity performed by the one or more individuals based on the data, wherein the activity initially corresponds to unacceptable behavior;

compare the activity to one or more behavior models indicative of one or more behavior threshold values associated with one or more amusement park attractions;

determine that the activity exceeds a behavior threshold value of the one or more behavior threshold values;

initiate an action in response to the activity exceeding the behavior threshold value;

determine whether a threshold number of other individuals within the amusement park are performing the activity that initially corresponds to the unacceptable behavior; and

update the one or more behavior models to include the activity within the one or more behavior threshold values such that the activity subsequently corresponds to acceptable behavior based on the threshold number of other individuals performing the activity.

10. The non-transitory, computer-readable medium of claim 9, wherein the action comprises limiting an aspect of the one or more amusement park attractions, wherein limiting the aspect of the one or more amusement park attractions comprises reducing an amount of visual or audio feedback of a component of the one or more amusement park attractions associated with the one or more individuals.

11. The non-transitory, computer-readable medium of claim 9, wherein the action comprises sending an alert including an indication to stop the activity.

12. The non-transitory, computer-readable medium of claim 11, wherein the indication comprises a message displayed via a component of the one or more amusement park attractions.

13. The non-transitory, computer-readable medium of claim 11, wherein the indication comprises haptic feedback from the one or more amusement park attractions.

14. The non-transitory, computer-readable medium of claim 9, wherein the instructions are configured to cause the processor to localize the action to the one or more individuals performing the activity to limit an effect on one or more other individuals within the amusement park.

15. A method, comprising:

receiving, via a processor, data related to one or more individuals within an amusement park from a plurality of sensor devices configured to acquire the data;

identifying, via the processor, an activity performed by the one or more individuals based on the data, wherein the activity corresponds to unacceptable behavior;

comparing, via the processor, the activity to one or more behavior models indicative of one or more behavior threshold values associated with one or more amusement park attractions;

determining, via the processor, an action in response to the activity exceeding the behavior threshold value, wherein the action comprises limiting an aspect of the one or more amusement park attractions by reducing an amount of visual or audio feedback of a component of the one or more amusement park attractions associated with the one or more individuals.

16. The method of claim 15, comprising:

determining that a threshold number of other individuals within the amusement park are performing the activity based on the data received from the plurality of sensor devices; and

updating the one or more behavior models to include the activity within the one or more behavior threshold values.

17. The method of claim 15, wherein the action comprises limiting an experience provided to the one or more individuals by the one or more amusement park attractions without impacting other individuals using the one or more amusement park attractions.

18. The method of claim 17, wherein limiting the experience comprises stopping one or more operations performed by one or more components of the one or more amusement park attractions.

19. The method of claim 15, comprising:

determining, via the processor, that the one or more individuals received an indication to stop the activity;

receiving, via the processor, additional data associated with the one or more individuals from the plurality of sensor devices;

identifying, via the processor, a response to the indication from the one or more individuals, wherein the response corresponds to an additional activity performed by the one or more individuals within the one or more behavior threshold values;

determining, via the processor, an amount of time taken by the one or more individuals to perform the additional activity; and

determining, via the processor, a second action to perform based on the amount of time taken to perform the additional activity.

20. The method of claim 19, wherein the second action comprises limiting an experience provided to the one or more individuals by the one or more amusement park attractions based on the amount of time taken to perform the additional activity exceeding a first threshold amount of time, and wherein the second action comprises removing the one or more individuals from the amusement park based on the amount of time taken to perform the additional activity exceeding a second threshold amount of time.

21. An amusement park monitoring system, comprising:

a plurality of sensors configured to acquire data related to one or more individuals within an amusement park;

a processing system comprising one or more processors; and

a memory storing:

a behavior model comprising one or more behavior threshold values associated with the amusement park; and

executable instructions that, when executed by the processing system, cause the processing system to:

identify an unacceptable behavior of the one or more individuals based on the data exceeding a behavior threshold value of the one or more behavior threshold values;

determine that the one or more individuals are registered in a virtual queue associated with an amusement park attraction, wherein the virtual queue

is indicative of an amount of time before the one or more individuals can access the amusement park attraction; and

initiate an action in response to the unacceptable behavior being identified, wherein initiating the action comprises limiting an experience of the one or more individuals within the amusement park by increasing the amount of time before the one or more individuals can access the amusement park attraction.

22. The amusement park monitoring system of claim 21, wherein the executable instructions, when executed by the processing system, cause the processing system to send a notification to a respective computing device associated with each individual of the one or more individuals, wherein the notification comprises a recommendation to stop the unacceptable behavior.

23. The amusement park monitoring system of claim 22, wherein the executable instructions, when executed by the processing system, cause the processing system to:

monitor an amount of time taken by each individual of the one or more individuals to respond to the recommendation; and

in response to the amount of time taken by at least one individual of the one or more individuals to respond to the recommendation exceeding a threshold amount of time, initiate an additional action for the at least one individual.

24. The amusement park monitoring system of claim 23, wherein the additional action comprises instructing amusement park personnel to remove the at least one individual from the amusement park.

25. The amusement park monitoring system of claim 21, wherein limiting the experience of the one or more individuals further comprises placing a hold on a guest profile associated with each individual of the one or more individuals.

26. The amusement park monitoring system of claim 25, wherein placing the hold on the guest profile further comprises sending a notification to a respective computing device associated with each individual of the one or more individuals, wherein the notification comprises a recommendation to perform an additional action to remove the hold.

27. The amusement park monitoring system of claim 26, wherein the additional action comprises paying a fine, waiting a threshold amount of time, transitioning to another area of the amusement park, or any combination thereof.

28. A non-transitory, computer-readable medium comprising computer-executable instructions configured to, when executed, cause a processor to:

receive data related to one or more individuals within an amusement park from a plurality of sensors configured to acquire the data;

identify an activity performed by the one or more individuals based on the data;

compare the activity to one or more behavior models indicative of one or more behavior threshold values associated with the amusement park;

determine that the activity corresponds to unwanted behavior based on the activity exceeding a behavior threshold value of the one or more behavior threshold values;

determine that the one or more individuals are registered in a virtual queue associated with an amusement park attraction, wherein the virtual queue is indicative of an amount of time before the one or more individuals can access the amusement park attraction; and

initiate an action in response to the activity corresponding to the unwanted behavior, wherein initiating the action comprises limiting an experience of the one or more individuals within the amusement park by increasing the amount of time before the one or more individuals can access the amusement park attraction.

29. The non-transitory, computer-readable medium of claim 28, wherein the activity is indicative of a number of alcoholic beverages consumed by the one or more individuals, and wherein the behavior threshold value is indicative of a threshold number of alcoholic beverages to be consumed by an individual of the one or more individuals.

30. The non-transitory, computer-readable medium of claim 29, wherein limiting the experience of the one or more individuals further comprises sending a notification to a respective computing device associated with each individual of the one or more individuals, wherein the notification comprises a recommendation to stop drinking alcoholic beverages for an allotted amount of time.

31. The non-transitory, computer-readable medium of claim 29, wherein limiting the experience of the one or more individuals further comprises placing a flag on a respective guest profile associated with each individual of the one or more individuals, wherein the flag is indicative of an instruction to amusement park personnel to stop serving alcoholic beverages to the one or more individuals.

32. The non-transitory, computer-readable medium of claim 28, wherein the activity initially corresponds to the unwanted behavior, and wherein the instructions are configured to cause the processor to:

after determining that the activity corresponds to the unwanted behavior, determine that a threshold number of other individuals within the amusement park are performing the activity;

update the one or more behavior models to include the activity within the one or more behavior threshold values such that the activity subsequently corresponds to acceptable behavior based on the threshold number of other individuals performing the activity; and

decrease the amount of time before the one or more individuals can access the amusement park attraction.

33. A method, comprising:

receiving, via a processor system including one or more processors, data related to one or more individuals within an amusement park from a plurality of sensors configured to acquire the data;

identifying, via the processor system, an activity performed by the one or more individuals based on the data, wherein the activity is indicative of an amount of time spent by the one or more individuals within a particular area of the amusement park, and wherein the one or more individuals are allowed to be within the particular area for a threshold amount of time;

comparing, via the processor system, the activity to one or more behavior models indicative of one or more behavior threshold values associated with the amusement park, wherein at least one of the one or more behavior threshold values is indicative of the threshold amount of time that the one or more individuals are allowed to be within the particular area of the amusement park;

determining, via the processor system, that the activity corresponds to unwanted behavior based on the amount of time spent by the one or more individuals exceeding the threshold amount of time; and

initiating, via the processor system, an action in response to the amount of time spent by the one or more individuals within the particular area exceeding the threshold amount of time, wherein initiating the action comprises limiting an experience of the one or more individuals within the amusement park by sending a notification to a respective computing device associated with each individual of the one or more individuals, wherein the notification comprises a recommendation to move from the particular area to a new area of the amusement park.

34. The method of claim 33, comprising:

monitoring, via the processor, an amount of time taken by the individual to move from the particular area to the new area of the amusement park initiating, via the processor, a first response action based on the amount of time taken by the individual to move from the particular area to the new area being greater than a first threshold amount of time and less than a second threshold amount of time; and

initiating, via the processor, a second response action based on the amount of time taken by the individual to move from the particular area to the new area being greater than the second threshold amount of time, wherein the first response action and the second response action are different.

35. The method of claim 34, wherein the first response action comprises preventing the one or more individuals from accessing one or more amusement park attractions, and wherein the second response action comprises instructing amusement park personnel to escort the one or more individuals out of the amusement park.

36. The amusement park monitoring system of claim 21, wherein the plurality of sensors comprise one or more cameras configured to acquire image data of the one or more individuals within the amusement park.

37. The non-transitory, computer-readable medium of claim 28, wherein the instructions are configured to cause the processor to:

determine that the one or more individuals are within a particular area of the park that is less than a threshold distance from one or more alcoholic beverage vendors; and

send a notification to a respective computing device associated with each individual of the one or more individuals, wherein the notification comprises a recommendation to move to a new area of the park that is greater than the threshold distance from the one or more alcoholic beverage vendors.

38. The non-transitory, computer-readable medium of claim 28, wherein the activity is indicative of an amount of smoke generated by the one or more individuals, and wherein the behavior threshold value is indicative of a threshold amount of smoke to be generated by the one or more individuals.

39. The non-transitory, computer-readable medium of claim 28, wherein the plurality of sensors correspond to a plurality of sound sensors configured to detect a decibel level of one or more sounds generated by the one or more individuals, wherein the activity is indicative of the one or more sounds generated by the one or more individuals, and wherein the behavior threshold value is indicative of a threshold decibel level to be generated by the one or more individuals.

40. The amusement park monitoring system of claim 21, wherein the unacceptable behavior is indicative of one or more words spoken by the one or more individuals, and wherein the behavior threshold value corresponds to a list of words including the one or more words, wherein each word in the list of words is prohibited.