CLAIMS:

1. A locker system, comprising:

a plurality of lockers in a locker area;

an augmented reality headset comprising a display and configured to be worn by a user; and

a controller communicatively coupled to the plurality of lockers and the augmented reality headset, wherein the controller comprises a memory and a processor configured to execute instructions stored on the memory, wherein the instructions, when executed, are configured to:

generate a locker assignment to assign an individual locker of the plurality of lockers to the user or to associate the individual locker with identification information associated with the user;

communicate the locker assignment of the individual locker to the user using the augmented reality headset; and

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

2. The locker system of claim 1, comprising one or more cameras in the locker area, wherein generating the locker assignment is based on information received via the augmented reality headset, the one or more cameras, or a combination thereof.

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

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

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

6. The locker system of claim 1, wherein the instructions are configured to cause the display of the augmented reality headset to display navigation instructions to the individual locker.

7. The locker system of claim 1, wherein the augmented reality headset comprises a gesture recognition system, and wherein the controller generates the signals based on information from the gesture recognition system.

8. The locker system of claim 1, wherein the instructions are configured to cause the controller to update availabilities of the plurality of lockers based on the locker assignment.

9. A system comprising:

a plurality of lockers positioned in a locker area;

an augmented reality headset; and

a controller communicatively coupled to the plurality of lockers and the augmented reality headset, wherein the controller is configured to determine an assignment of an individual locker of the plurality of lockers based on one or more criteria and to communicate the assignment to the augmented reality headset, wherein the assigned individual locker of the plurality of lockers is configured to be locked and unlocked in response to instructions provided via the augmented reality headset.

10. The system of claim 9, wherein the one or more criteria comprise a distance between the assigned individual locker and the augmented reality headset.

11. The system of claim 9, wherein the one or more criteria comprise gaze information received from the augmented reality headset, wherein the assigned individual locker is in a gaze field of the augmented reality headset.

12. The system of claim 9, wherein the one or more criteria comprise locker availabilities of other lockers of the plurality of lockers, wherein the assigned individual locker is selected based on adjacency to unassigned lockers of the plurality of lockers.

13. The system of claim 9, wherein the one or more criteria comprise an input from the augmented reality headset selecting the assigned individual locker from a subset of lockers of the plurality of lockers.

14. The system of claim 13, wherein the subset of lockers of the plurality of lockers comprises available lockers of the plurality of lockers and wherein the subset is indicated on a display of the augmented reality headset.

15. The system of claim 9, wherein the instructions are provided using a gesture recognition system of the augmented reality headset.

16. The system of claim 9, wherein the controller is configured to communicate instructions to the augmented reality headset to display user-associated information overlaid on the assigned individual locker.

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

receiving, via a controller, information from an augmented reality headset, wherein the information is related to 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, wherein the locker assignment associates a locker of the plurality of lockers with the user based on the information indicative of the locker availability; and

communicating the locker assignment from the controller to the augmented reality headset worn by the user to cause the augmented reality headset to graphically indicate the locker assignment in augmented reality.

18. The method of claim 17, wherein the information related to the user comprises user location in the locker area and a direction of gaze of the user.

19. The method of claim 17, comprising displaying highlights or overlays on the locker on a display of the augmented reality headset to graphically indicate the locker assignment in augmented reality.

20. The method of claim 17, comprising locking or unlocking the locker based on instructions received via the augmented reality headset.

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

receiving, via a controller, information from an augmented reality headset, wherein the information is about 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;

communicating potential available locker assignments 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 locker assignments in augmented reality;

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.

22. The method of claim 21, wherein the information about the user comprises user location in the locker area and a direction of gaze of the user.

23. The method of claim 21, comprising displaying highlights or overlays of the potential available locker assignments on a display of the augmented reality headset.

24. The method of claim 21, 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.

25. The method of claim 21, comprising collecting the information about the user from one or more cameras disposed in the one or more locker areas.

26. The method of claim 21, 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.