

CLAIMS:

1. A system, comprising:
a guest recognition system configured to recognize a guest in an amusement or theme park and to detect activity of the guest relative to the amusement or theme park; and

a guest experience analysis system configured to receive data relating to the detected activity of the guest from the guest recognition system, to generate guest experience information relating to the guest based at least in part on the received data relating to the detected activity of the guest, and to transmit the guest experience information relating to the guest to an augmented reality display device for display to an operator of the amusement or theme park on an augmented reality display of the augmented reality display device, and to enable receipt of one or more input commands from the operator of the amusement or theme park via one or more input devices of the augmented reality display device, wherein the generated guest experience information comprises one or more recommended theme-related experiences for the guest relative to a themed attraction of the amusement or theme park, and wherein the one or more input commands relate to the one or more recommended theme-related experiences for the guest.
2. The system of claim 1, wherein the guest recognition system is configured to utilize facial recognition algorithms, clothing recognition algorithms, or movement recognition algorithms to detect an identity of the guest to detect the activity of guest, or some combination thereof.
3. The system of claim 1, wherein the guest recognition system is configured to identify a group of guests based at least in part on an amount of time that individual guests of the group of guests remain in proximity with each other.
4. The system of claim 3, wherein the guest experience analysis system is configured to receive data relating to the group of guests from the guest recognition system, to generate guest group experience information relating to the group of guests based at

least in part on the data relating to the group of guests, and to transmit the guest group experience information to the augmented reality display device for display on the augmented reality display of the augmented reality display device.

5. The system of claim 1, wherein the guest experience analysis system is configured to transmit a control signal to one or more physical objects disposed within the amusement or theme park to implement one or more physical effects via the one or more physical objects in response to receiving the one or more input commands.
6. The system of claim 1, wherein the guest experience analysis system is configured to transmit the guest experience information relating to the guest to the augmented reality display device such that the guest experience information relating to the guest may be superimposed on the augmented reality display device near pass-through images of the guest.
7. The system of claim 6, wherein the guest experience analysis system is configured to switch focus on the augmented reality display device from the guest to another guest.
8. The system of claim 1, wherein the guest experience analysis system is configured to utilize the one or more input commands to implement at least a portion of the one or more recommended theme-related experiences for the guest.
9. A method comprising:
recognizing, via a guest recognition system, a guest in an amusement or theme park;

generating, via a guest experience analysis system, guest experience information relating to the guest; and

generating, via the guest experience analysis system, one or more recommendations relating to one or more recommended theme-related experiences for the guest relative to a themed attraction of the amusement or theme park based at least in part on the guest experience information relating to the guest;

transmitting, via the guest experience analysis system, the one or more recommendations relating to one or more recommended theme-related experiences for the guest relative to the themed attraction of the amusement or theme park to an augmented reality display device for display to an operator of the amusement or theme park on an augmented reality display of the augmented reality display device; and

receiving, via the guest experience analysis system, one or more input commands from the operator of the amusement or theme park via one or more input devices of the augmented reality display device, wherein the one or more input commands relate to the one or more recommended theme-related experiences for the guest.

10. The method of claim 8, comprising utilizing, via the guest recognition system, facial recognition algorithms, clothing recognition algorithms, or movement recognition algorithms to detect an identity of the guest, to detect activity of the guest, or some combination thereof.
11. The method of claim 9, comprising identifying, via the guest recognition system, a group of guests based at least in part on an amount of time that individual guests of the group of guests remain in proximity with each other.
12. The method of claim 11, comprising:

generating, via the guest experience analysis system, guest group experience information relating to the group of guests;

generating, via the guest experience analysis system, one or more group recommendations for the group of guests based at least in part on the guest group experience information relating to the group of guests; and

transmitting, via the guest experience analysis system, the one or more group recommendations for the group of guests to the augmented reality display device for

display on the augmented reality display of the augmented reality display device.

13. The method of claim 9, comprising:

transmitting, via the guest experience analysis system, a control signal to one or more physical objects disposed within the amusement or theme park to implement one or more physical effects via the one or more physical objects in response to receiving the one or more input commands.

14. The method of claim 9, comprising superimposing the one or more recommendations relating to one or more recommended theme-related experiences for the guest relative to the themed attraction of the amusement or theme park on the augmented reality display device near pass-through images of the guest.

15. The method of claim 9, comprising utilizing the one or more input commands to implement at least a portion of the one or more recommended theme-related experiences for the guest.

16. An augmented reality display device, comprising:

an augmented reality display configured to pass-through images of one or more guests of an amusement or theme park; and

one or more non-transitory, computer-readable media storing instructions which, when executed by at least one processor, cause the at least one processor to perform operations comprising:

receiving guest experience information relating to activity of a targeted guest of the one or more guests relative to the amusement or theme park from a guest experience analysis system, wherein the guest experience information comprises one or more recommended theme-related experiences for the targeted guest of the one or more guests relative to a themed attraction of the amusement or theme park, wherein the one or more recommended theme-

related experiences for the targeted guest are generated by the guest experience analysis system;

superimposing at least one recommended theme-related experience of the one or more recommended theme-related experiences for the targeted guest on the augmented reality display near pass-through images of the targeted guest; and

receiving one or more input commands via one or more input devices of the augmented reality display device, wherein the one or more input commands relate to the one or more recommended theme-related experiences for the targeted guest.

17. The augmented reality display device of claim 16, wherein the operations comprise:

receiving guest group experience information relating to a targeted group of the one or more guests from the guest experience analysis system, wherein the guest group experience information comprises one or more recommended theme-related experiences for the targeted group of the one or more guests, wherein the one or more recommended theme-related experiences for the targeted group are generated by the guest experience analysis system; and

superimposing at least one commended experience of the one or more recommended theme-related experiences for the targeted group or more guests on the augmented reality display near pass-through images of the targeted group of the one or more guests.

18. The augmented reality display device of claim 16, wherein the operations comprise transmitting a control signal to one or more physical objects disposed within the amusement or theme park to implement one or more physical effects via the one or more physical objects in response to receiving the one or more input commands .

19. The augmented reality display device of claim 16, comprising an input device

configured to receive a command to switch focus from the targeted guest of the one or more guests to another targeted guest of the one or more guests.

20. The augmented reality display device of claim 16, wherein the augmented reality display device comprises a stationary augmented reality display endpoint disposed within the amusement or theme park.
21. The augmented reality display device of claim 16, wherein the augmented reality display device comprises augmented reality glasses, augmented reality goggles, or other augmented reality headgear.
22. The augmented reality display device of claim 16, wherein the operations comprise utilizing the one or more input commands to implement at least a portion of the one or more recommended theme-related experiences for the targeted guest.