**Name:** Lauren Tocci

**Year in Course:** 2nd (Junior)

**Mentor:** Brynn Gelerman, Presto Associate Producer of Games and Monetization, Ty Vanderstappen, LegoLand NY, Stephen Malone, Pawling Central School District Game Design

**Title:** Interactive Queue Line Systems in Amusement Parks

**Abstract:**

This study focuses on the implementation of an interactive system into a queue line in order to eliminate common problems on lines with these interactive systems. The main problems focused on were congestion, park experience, and time perception. If the system is successful, it should eliminate congestion caused by interactive systems as well as improving the guest’s park experience and decreasing perceived wait time. To do this, a new system will be created and then implemented into an amusement park for the guests to use.