**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

**Bio:**

 Lauren Tocci is a junior at Pawling High School and has put in a lot of hard work and dedication into the Science Research Program this year. As well as her persistence and commitment to the program, she works hard in academics to maintain her grades and achieve her goals. Outside of academics, Lauren participates in many clubs and out of school activities. The clubs she takes part in are the Literary Society, the Drama Club, the Thespian Society, the Remix Club, and the GSA, in her free time after school she assists with Trinity Pawling’s theatre department as stage manager. She has been participating in theatre since the eighth grade but only has been stage managing for two years. In the future, she hopes to attend college to pursue a career in Video Game Design.

 Lauren’s interest in amusement parks and video game design began when she was a child, playing video games and riding record-breaking roller coasters at amusement parks. After having so much experience in both areas, she wanted to find a way to combine both into a new type of experience beneficial to the guests of a theme park, without causing issues. Through this, she came up with the idea for her project which she is currently still working on. She will be developing a video game for LEGOLAND, NY which will be incorporated into one of their attraction queues, hopefully, to open in 2021.

Awards/Achievements/Competitions:

1. Somers 2019 Competition 2nd Place Behavioral Science