

Future Research

Expand on Interactive Line Queue:

- Decreasing wait times
- Unique Gaming Experiences
- Technological Exploration of Game Design
- Incorporating interactive line queue designs into variety of line experiences



Helpful Resources

Legoland New York Website:

<https://www.legoland.com/new-york/>

My website:

<https://sites.google.com/view/lauren-tocci-science-research/home>



Lauren Tocci is researching interactive theme park experiences under the guidance of Legoland New York

Effect of an Interactive Mobile Game on the Movement in a Queue Line at an Amusement Park

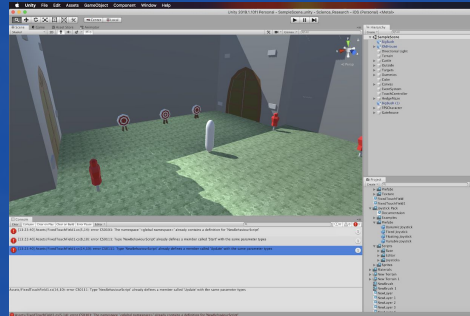
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Background

- Lines=worst annoyance for theme park patrons [1]
- Action of waiting in line:
 - Exhausting both mentally and physically [3]
- Companies attempting to eliminate feeling waiting in line [2]
 - Interactive Experience
 - Suspended reality
- Obstacles [2]:
 - Expensive
 - Increase onerous wait time
 - Hard to entertain patrons
 - Causes congestion



Current Research



- COVID-19 Modified Methodology:
- Covid Game:
- Roblox
- Linear story
- No player choice
- Pawling High School Science Research IRB Approved Project 11/2020
- Physical Queue:
- Line in Park with Social Distancing Markers
- n=6
- Participants required to wear facemask
- Waited in line for themed skating night

Current Research Cont.

- Virtual Queue:
- Held with an elementary school class
- n=10
- Kids waited in groups
- Participated in virtual roller coaster
- Survey:
- Survey people on the experience of the queue
- Questions include:
- Time perception
- Demographic
- Experience
- Data Analysis:
- Analyze data for common experiences
- Use data to see if game kept up a good environment while preventing congestion
- Results of survey dictate the results of the experiment