

**PRESENTATION TITLE:** Modern Theme Park Technology

**PRESENTER:** Jeff Jensen – Executive Vice President, ITEC Entertainment

Major modern theme parks are using an ever-increasing array of high tech equipment and systems to entertain their guests. The technology savvy public expects more and more every year and the major theme parks need to stay on the forefront of technological advances to maintain their competitive advantages. Some of this technology has origins in diverse sectors such as the military (simulators), manufacturing (PLC control systems), and transportation (dynamic braking, moving block system). At the same time, early developments in theme park technology has found it's way back to other sectors (robotics, 3D imaging systems)

No matter where the technology originated, a theme park is one of the few places the average individual can experience technology that has traditionally only been available and even known to a select group of technical professionals

While the subject of high technology equipment and systems in theme parks is expansive and varied, this visual presentation will provide a technical audience a sufficient high level overview of some of the more interesting elements and techniques commonly used today.

Discussion items will include:

- ITEC Entertainment Profile
- Theme Park Technology
  - History
  - Rides
    - Coasters: launch, propulsion, braking, controls, on-board systems
    - Simulators: motion bases, robotic arms
    - Dark Rides: interactive
  - Shows
    - Projection systems
    - Special EFX, Show action, Audio
    - Control systems
  - Behind the scenes: photos, videos
- Future
  - Design and Engineering
  - China and emerging markets
  - Skills for career professionals