Mathematics students often wonder about what they can do with their degree, and we, as professors, often struggle to find interesting real world examples to motivate students to learn. In response to this, we developed a three-week May course working with students to immerse them in applications of mathematics and science in Walt Disney World. The course focused on typical problems faced by not only Disney, but also the consumer who visits the theme parks. In addition to traditional academic lectures, the students engaged in a variety of hands on experiences (often of their own design) and got to interact with representatives from five departments within the Walt Disney Company as well as companies whose business focus is Walt Disney World, but are not employed by Disney. The course contained topics from a variety of fields, including operations research, physics, computer science, probability, statistics, and graph theory. (Received September 11, 2014)