

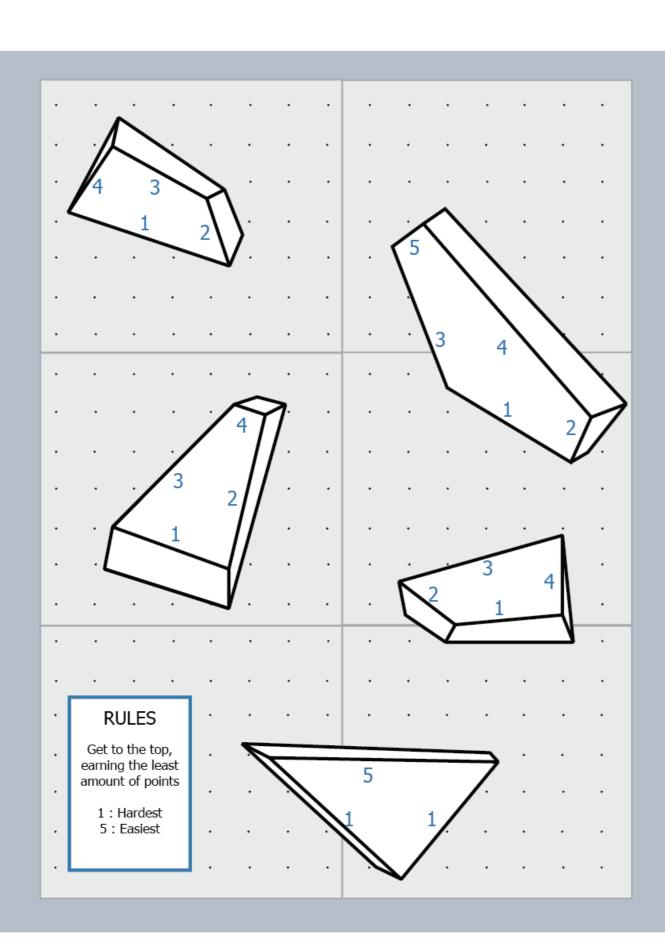
EXPLORATIVE AND CHALLENGING TRAINING FOR CLIMBING

Indoor climbing is rapidly growing in popularity. The number of climbing gyms has doubled over the past five years, yet the training methods have been unchanged for decades.

Current indoor climbing gyms offer a training method in which only the separate climbing movements are practised, but does not teach explorative route finding.

Exploring the route and the steps it takes to get to the top shapes a better climber. The climber has to feel where his hands, feet and centre of gravity should be in order to make the next step.

Explorative route finding is enhanced when climbing on Blocks. The Blocks are very big, so there are a lot of options to hold the blocks. In addition, there are many different ways to climb the route. Because there are so many options the climber is forced to climb the route while focussing on body position and thus exploring the possibilities.



GAME RULES

The level of difficulty of the route is determined by the score the climber receives during climbing. In the design, the edges of the blocks have numbers. When the climber uses an edge, he earns the amount of points on that edge.

The goal is to finish the route earning the least amount of points. This challenges and motivates the climber to improve his score.



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Improving training for climbers by enhancing
explorative behaviour in indoor climbing gyms
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Design for Interaction

Committee

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