

iBeta

an app for the beginning rock climber

beta n. in the sport of rock climbing, advice or instruction on the best way to climb a geographic feature.

Sally Ahn
Bobby Lee
Mikhail Shashkov
Bryan Trinh

Problem

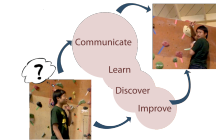
The exchange of advice (or "beta") is an integral aspect of improving one's skills in the sport of rock climbing. It is such a key part of the learning process, that when such guidance becomes unavailable, climbers—especially beginners—will often not know how to proceed.

Target User Group

Our application is designed specifically to help first-time and beginning rock climbers learn, log, and refine their climbing skills.



Beta enables beginning climbers to exchange climbing advice, log their climbs, log safety climbing time, and use up virtual climbing items. The help set provides detailed instructions for accomplishing these tasks.



Beta facilitates the learning process for beginning rock climbers by providing instant access to advice from experienced climbers. The advice team responds to difficult problems while they are at the climbing site.



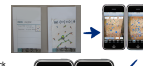
Climbers at the gym can upload their photo of the climbing wall to the Beta website. Experts can view these photos and respond to them from problems with our graphical web interface. Climbers can view these responses on their iPhone or iPad.

Solution

Our mission is to enable climbers to give and receive beta quickly and easily, anytime and anywhere. Users will be able to capture their difficult problems with ease and share them with all climbers—whether they are at the gym or not—who may be able to provide some insight. Additional features include: a log for tracking progress, a map for locating other climbing sites, and a quick reference to climbing terminology. Thus, our application will be a package of useful tools that a novice climber can quickly access in the midst of a climbing endeavor.

Design Evolution

Our final product is the outcome of many iterations of design. With low-fidelity interactive mock-ups and high-fidelity prototypes, we were able to gather feedback from real rock climbers at the gym. One of the main features that we changed over the refining process was to include height specification for the climber and user-controlled animation into our solution.



Our final design is the result of feedback from real users. We used our low-fidelity paper mock-up and high-fidelity prototype.

Final Prototype

Our final prototype allows users to submit a climbing problem with photographs of the climbing wall that have been annotated to show the hold configuration to other climbers. We provide a website where other climbers or hired climbing experts can respond to these problems with a sequence of movement images. All of this data is stored in our web-server database, which enables users to view other people's suggested solutions as well. In short, our application acts a guide that is accessible at all times.