



Takes fun to new heights

A gigantic computer game in the form of a climbing wall that boosts the fun factor and adds value in family entertainment centres, science centres, hotels and shopping malls. An unusual, eye-and-ear-catching installation that grabs attention and attracts more visitors. Ideal for families, yet fun for people of all ages. An attraction for play and laughter – DigiWall®.

DigiWall combines the features of a climbing wall and a computer game. It is a computer game you play with your entire body. DigiWall makes physical activity more fun since it is a new way of playing computer games. Light guides the way, sounds and music creates presence and atmosphere and the wall responds to your actions. By combining a standard climbing wall with technology from computer games we have created an entirely new product. A product that gives experiences built on physical activity and the use of multiple senses. In combination, this creates richer experiences that will add value to many different types of arenas.

A computer game without a monitor

Unlike a conventional computer game, DigiWall lets you move freely without being tied to a monitor. The gaming experience is based on a balance of visual and aural feedback and body movements. Games, contests, challenges and various kinds of creative experiences and experi-

ments are all possible with the DigiWall climbing wall.

Lights up, sounds and senses

DigiWall has hand- and foot grips with built-in sensors and lights. In addition to this the wall has a high end surround sound system. Using this interface, a large number of totally different games, exercises, challenges and aesthetic experiences are created.

Creativity

On DigiWall, you can do creative exercises based on varying degrees of physical activity. Sound and music are integral and are used to create the gaming experience and give instructions and feedback. This enables unique experiences that encourage play. When not in use, DigiWall lives its own life and becomes a beautiful sound and light installation. An entertaining work of art – to watch, listen to and touch – and above all, to interact with.



Strengthen your image

DigiWall can be adapted both in terms of content and design to enhance a specific theme or exhibition. It may in this way be an value adder to your exhibition or in a more overall way help to build a

unique image and message from your venue.

The operating cost can be kept low due to highly stable construction and software and no dedicated operator is needed. DigiWall is a product that add entertainment value and makes your visitors stay longer.

Get active – have fun

Games, contests, challenges and various kinds of creative experiences and experiments are all possible with the DigiWall climbing wall. DigiWall comes with a number of game based on the following concepts:

Open-ended games. Most of the games can be played in a multitude of ways depending on how the users choose to play them. The number of players can be varied. The players can choose to be climbing all the time or running on the safety mats and climb when necessary. They can choose to collaborate, to compete against each other or try to beat their own record or totally ignore the competitive game aspect.

Many-faceted games. Most of the games draw on a multitude of bodily, social and mental skills. Eye and hand co-ordination; bodily control and awareness; speed and fast reaction; collaboration and social adaption; planning, strategy, prioritisation and concentration.

Adaptable levels. All games have three levels ranging from beginners to experts. This, together with the open endedness, makes the games highly adaptable to people in varying stages of development and with varying degrees of physical and mental abilities.



Game types

Simple to understand games

These games have a very low learning threshold and are easy for people of all ages to understand. The games accentuate physical activity and speed. You can compete or collaborate. Example of games: Catch the grip, Scrambled Eggs

Games with more demanding gameplay

These games are also easy to understand but can for the skilled user be played on a more tactical level. Besides the physical activity, these games accentuate body control, flexibility and tactics. Example of games: Pong, Follow my leader

Chill out experiences

After running the physical games it is nice with the possibility to chill out for a while. Here you have a possibility to work at a lower physical tempo and instead focus the attention to your ears. These experiences are perfect for all ages but particular popular among the older users. Example of games: Sound Memory, Free Climbing



Facts about DigiWall®

DigiWall is assembled from several wall modules. The standard version consists of 6 wall modules and a selector unit, where you choose game, language and level. It is 6.5 meter long and 2.8 meter high. It requires minimal space, since the wall sections are normally mounted against an existing wall or in a corner. It is also possible to build freestanding units and custom-adapted walls. The wall sections are fitted with specially made climbing grips that contain touch sensors and light. In addition to the wall sections and climbing grips, DigiWall also has a computer that communicates with the grips, processes the signals and drives a high-end surround-sound system. The system's software runs on a standard computer, which makes it easy to upgrade and add new games.

DigiWall was originally created by the Interactive Institute's research studio Sonic, in Piteå, Sweden. Sonic researches and develops technologies for audio and music applications for digital media. The concept has been further developed and is today marketed and sold by the spin-off company Digiwall Technology AB.

DigiWall® is a registered trademark and the product is patented.



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