



## 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 science centres and other adventure parks. 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.

DigiWall is also a product that encourages creativity and inspires young people to learn technology. It is the result of research at the Interactive Institute and part of a new generation IT supported experience products that create unique concepts by combining technology with traditional products.

### **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 experiments 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.



## Games and activities for DigiWall®

Games, contests, challenges and various kinds of creative experiences and experiments are all possible with the DigiWall climbing wall. New games are developed on an ongoing basis and upgrading is easy. The games can be divided into the groups in the following.



### 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


### Learning technology



DigiWall can also be used for experiments in your science centre. With the DigiWall Sound Module your visitors can participate and create their own content to DigiWall and the exhibition. This is also a possibility for you to adapt some of the sound design for different occasions. If you want to go even further it is possible for you to create your own games with the DigiWall® Game Development Module.


Games: DigiWall® Sound Module, DigiWall® Game Development Module.

## Facts about DigiWall®



DigiWall is assembled from several wall modules. The standard version consists of 6 wall modules and a game-and-language-selection unit. It is 6.5 meter long and 2.76 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 sensors and light diodes. 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.

Exclusive North American Distributor:

**Spectrum Sports Int'l**

888.563.0163 toll free US

435.792.3883 phone

[www.spectrumsports.com](http://www.spectrumsports.com)