

Rock Climbing Mobile Application

CS 352 Project Proposal

Part 1: Team Members

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Part 2: Project Description

Usability Problem

Currently, there are not a lot of helpful rock climbing resources using today's technology. In fact, most of the resources are still paper books, which are often hard to find, overpriced, or only a specific sector of a recreational area. There is not a reliable resource that climbers can access easily and on-the-fly which allows them to plan safe, fun climbing outings. It is currently difficult for climbing enthusiasts to get the resources they need quickly in addition to being up to date with accurate information.

Usability Solution

Our mobile Rock Climbing application will allow for any climber, from the beginner to the enthusiast, to search for local climbing routes with the most up to date information reported by community members themselves. This application will address problems with current resources by making it easy to use, affordable, and provide a vast mapping system of your local recreational areas. We plan to allow users to have an account to save their favorite routes and list planned routes for the future, as well as to give feedback to other users of the app. We will provide flexibility to users with filtering options for things like parking, difficulty, type of rock, nearby amenities, and accessibility. Users can also get information like seasonal issues with a route, weather conditions at the route, vegetation, and the review information from previous climbers. With all of these features, climbers can find the right route for them in an intuitive way.

Target Users

Our target users are primarily rock climbers. Mostly physically able, relatively fit people ranging from teens to middle-aged adults of any gender. Target users may range in skill from beginner to advanced but will have some existing knowledge of how to climb.

Potential Users to Interview

We decided to start with potential users in the local community here in Bend, OR because of the active climbing population. Users can be found at locations like the Bend Rock Gym, Rock Climbing Club, local recreational sites, or via networking with team members who are active climbers.

Team Description (why we are the best team for the project)

Our team is primarily composed of students with close ties to many outdoor activities/areas, clubs and different social demographics. We are able to provide an eclectic source of knowledge for questions as well as provide exterior resources for additional information should the situation arise. Furthermore, technology and applications aren't new concepts, as we've been utilizing them from user aspects for years on end. Due to this, our combined user experience with the scope of browser-based clients is superfluous.

Part 3: Predispositions

- What we do know
 - People in our community (Bend, OR) want to rock climb
 - People do not want to spend a lot of money for a guidebook for a single or specific climbing area.
 - Users will utilize local stores or dealers for supplies
 - Users want accurate information.
 - Climbers need easy access to this information.
 - Climbers need to download climbing/routing information before losing cellular service.
- What we don't know
 - How accessible are the local trails for people?
 - Are there travel restrictions? How far are they willing to travel?
 - What kinds of devices do people have? Do they have a mobile device to access this application?
 - Do other communities outside of Bend, OR want to rock climb?
 - How can we measure people's skill levels?
 - How willing are people to find and search for information?
 - Do people like having physical maps/books?
 - Will users be willing to give feedback on routes?