

Hold design supports learning and transfer of climbing fluency

2<sup>nd</sup> International rock climbing conference, Pontresina, 16<sup>th</sup> Sep 2014 Dominic Orth, Keith Davids & Ludovic Seifert



### **Climbing constraints**



Task

Performer

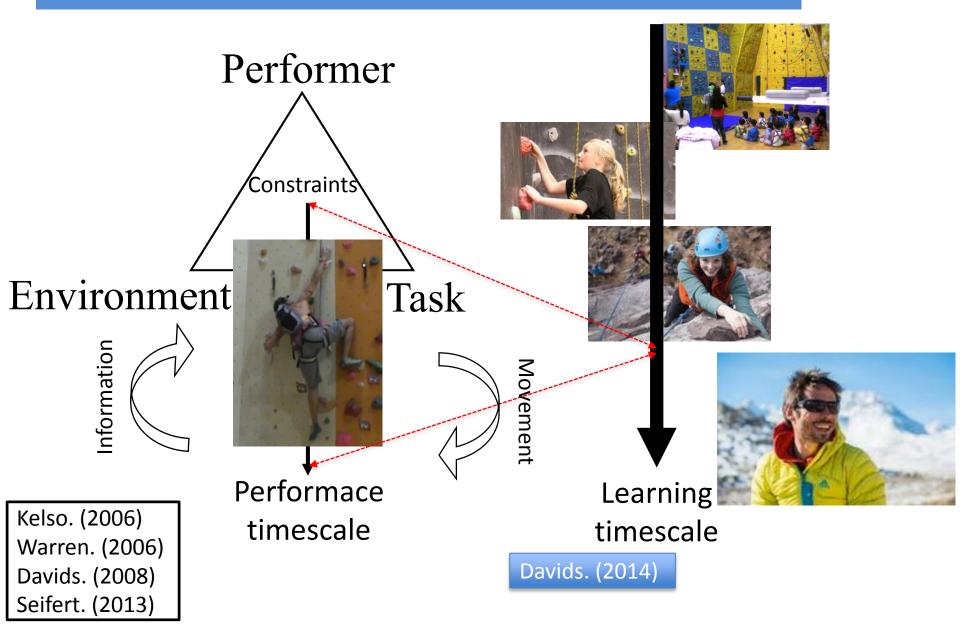
# Environment



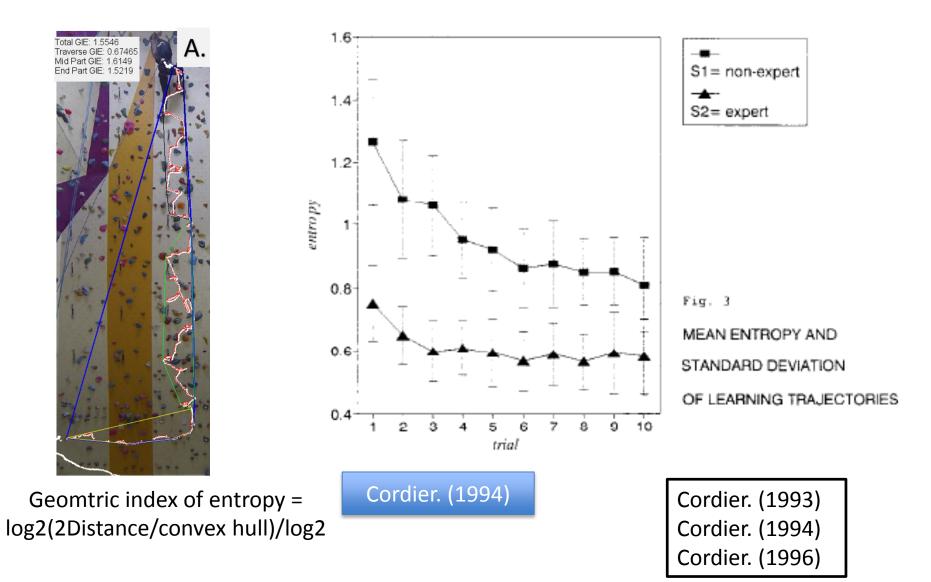




#### **Skill in climbing: Complexity approach**

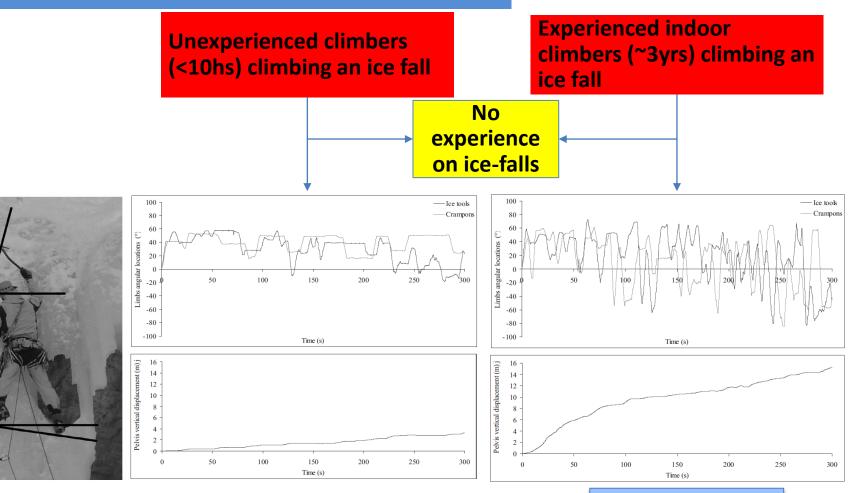


## Skill in climbing: A rapid adaptation to the constraints on performance



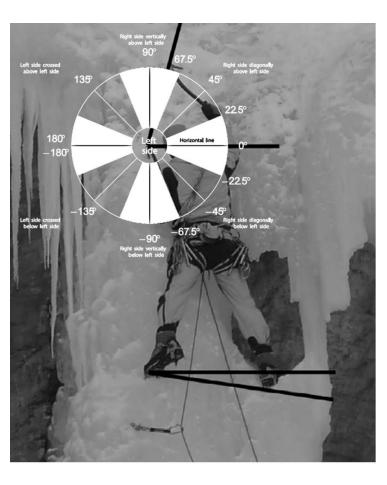
#### **Transfer of skill in climbing**

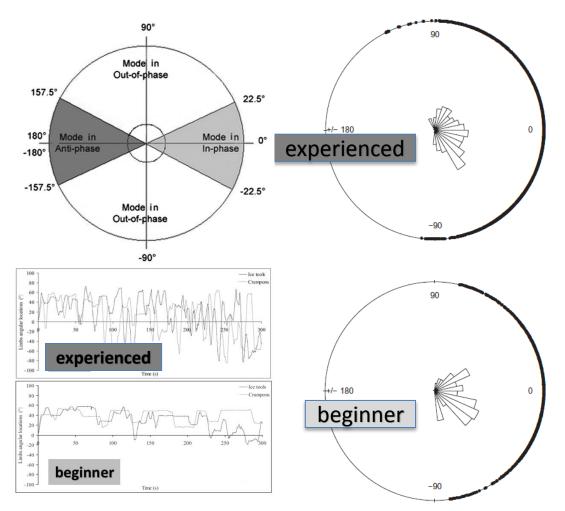
## Experience influences the ability of individuals to detect and use affordances for fluent traversal



Seifert. (2013)

## Skill differences in climbing: Different movement patterns available built up through experience





Seifert. (2013)

## Interventions related to affordances in climbing

Different techniques can improve fluency

Nature of the constraints determine whether they are used

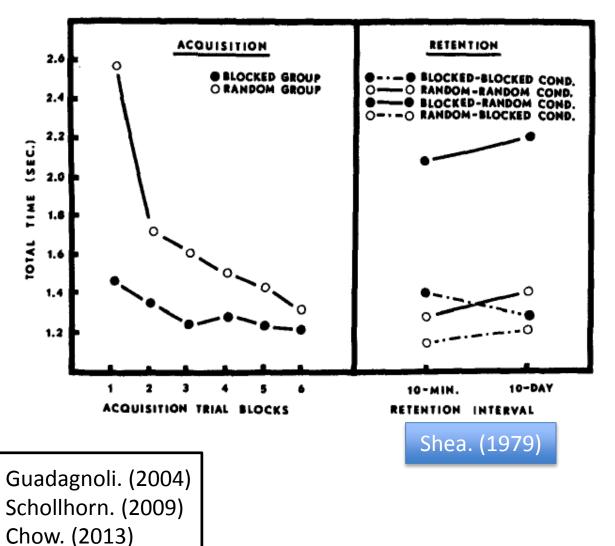
Differences Between Groups\* In Climbing Duration (sec.) and Geometric Entropy of the Route's Middle Section

	Climb 1		Climb 2		Climb 3		Climb 4		Climb 5	
	M	$\overline{SD}$	M	SD	М	SD	M	SD	M	SD
Climbing Duration					_					
Arm Crossing	25.0	21.7	12.3	6.5ª	16.4	19.0 <sup>a</sup>	11.4	8.9ª	13.0	9.2
Dual Grasping	43.3	33.7	25.3	13.5 <sup>b</sup>	22.6	7.6 <sup>b</sup>	23.4	9.3 <sup>b</sup>	15.5	5.7
Control	19.7	1.9	25.8	12.4 <sup>b</sup>	<b>2</b> 1.6	4.9 <sup>b</sup>	23.6	7.4 <sup>b</sup>	19.7	7.5
Geometric Entropy										
Arm Crossing	0.77	0.39ª	0.47	0.18ª	0.57	0.38ª	0.41	0.23 <sup>a</sup>	0.57	0.34
Dual Grasping	1.46	0.66 <sup>b</sup>	0.96	0.40 <sup>b</sup>	1.05	0.32 <sup>b</sup>	0.92	0.40 <sup>b</sup>	0.69	0.20
Control	0.70	0.17 <sup>a</sup>	0.92	0.22 <sup>b</sup>	0.75	0. <b>22<sup>b</sup></b>	0.81	0.21 <sup>b</sup>	0.67	0.21

groups for each measure and climb are indicated by different superscripts (p < .05).



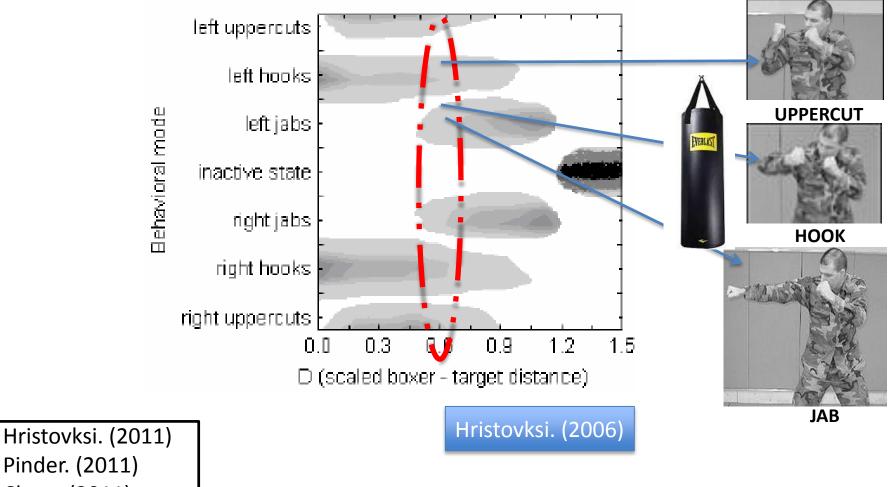
#### Variability during practice promotes retention and transfer through a more extensive exploration of affordances



### Mechanisms

- New and better solutions
- Requires adaptation
- Context specific

#### Induce exploration of affordances



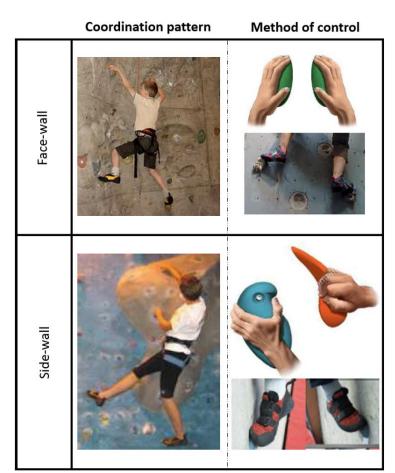
Pinder. (2011) Chow. (2011) Kelso. (2012) Research question: Role of technique variation in learning design for practicing climbing skills

• Does possibility of practice of different climbing actions improve learning and transfer of skill?

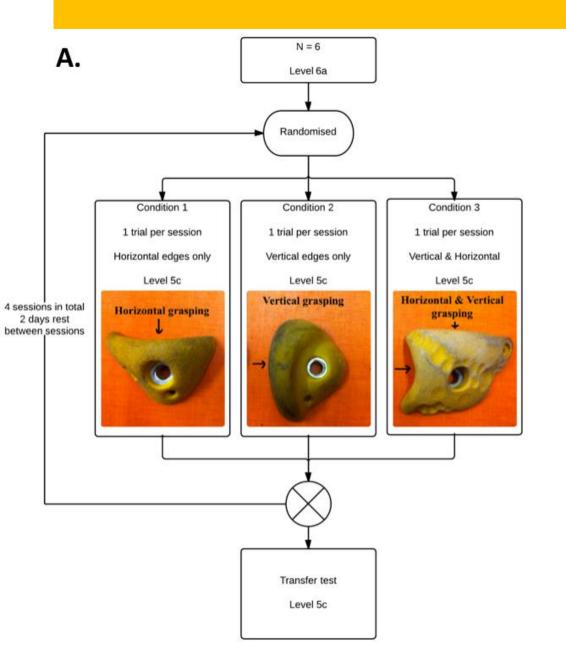
2 Global patterns of climbing can be discirminated

- Face-wall
- Side-wall

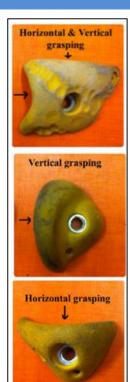
Seifert. (2013)



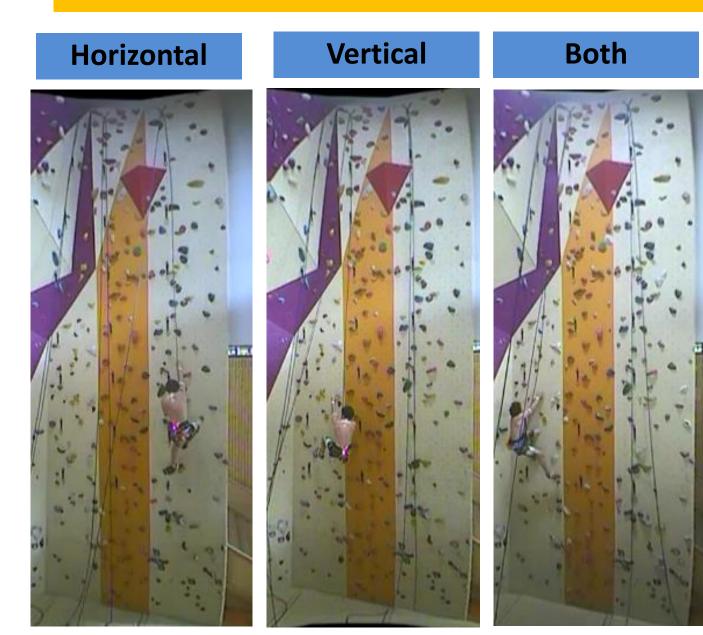
#### Design



#### **Transfer route**

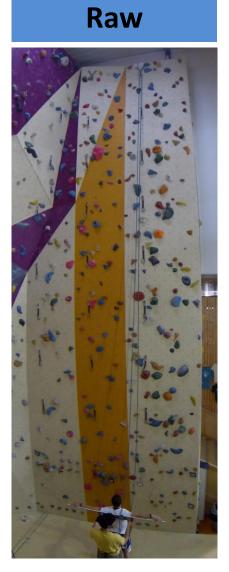


#### Design



Set to 5c
10.3m heigh
20 handholds

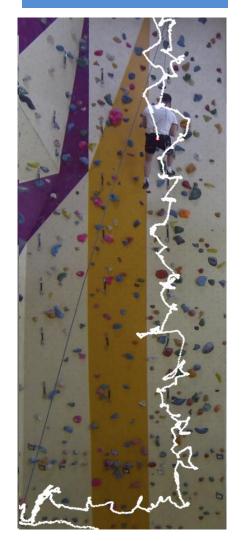
#### **Apparatus**



#### Distortion



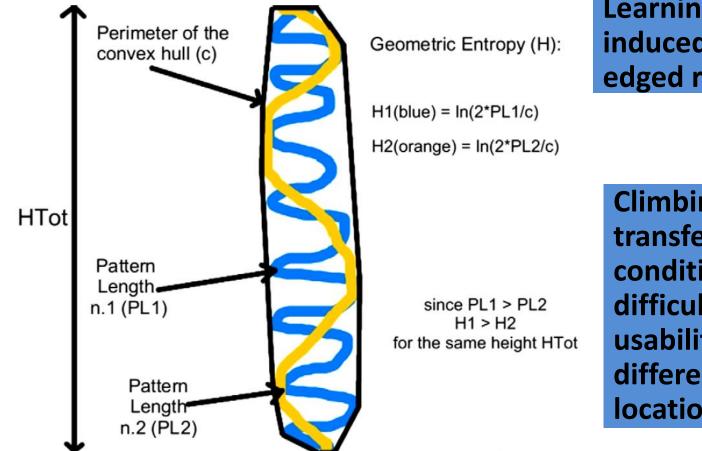
#### Paralax



#### SA-tracking



#### Analysis: Geometric index of entropy



Geomtric index of entropy =

log2(2Distance/convex hull)

Sibella. (2007)

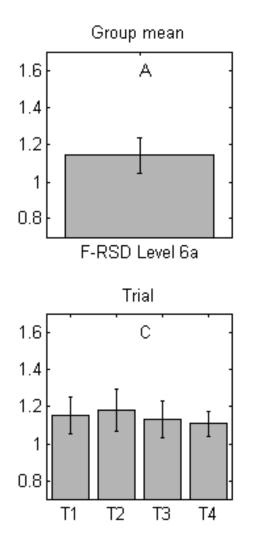
Learning will only be induced in the double edged route

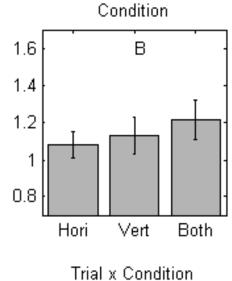
Siefert. (2013)

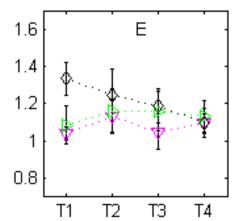
Climbing fluency will transfer to new condition of the same difficulty and hold usability, but with different hold locations

> Guadagnoli. (2004) Schollhorn. (2009) Chow. (2013)

#### **Results: RM-ANOVA**



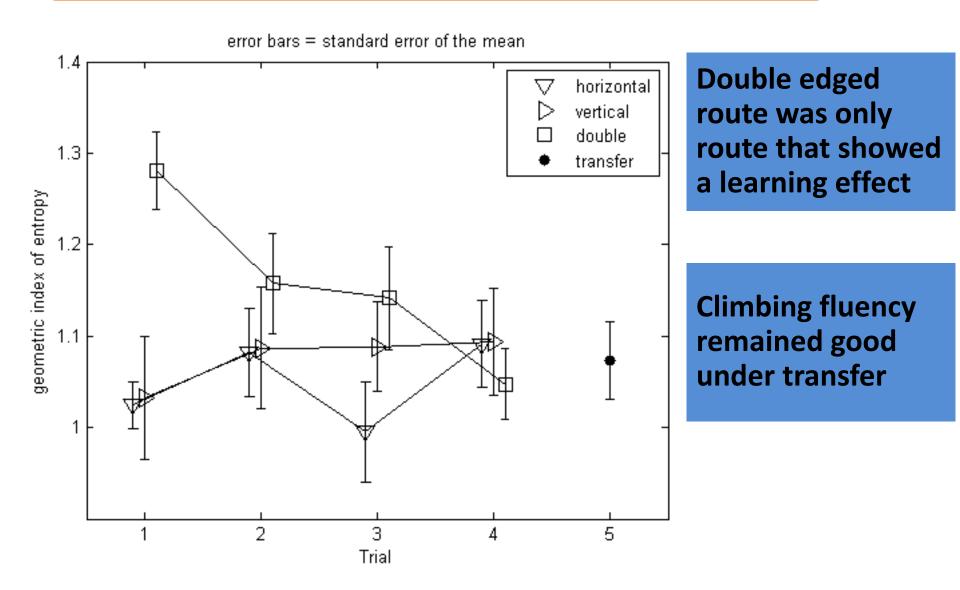




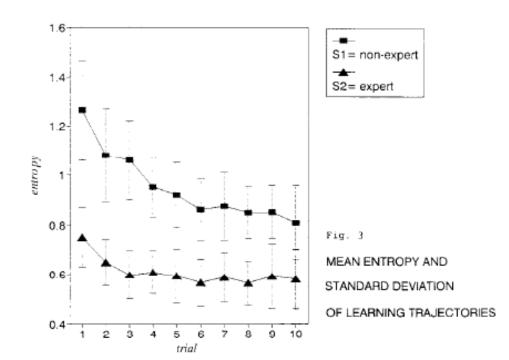
### Main effects:

- Condition
- Condition x trial

Planned contrasts confirmed a trial by condition effect driven by the double edged route **Results** 

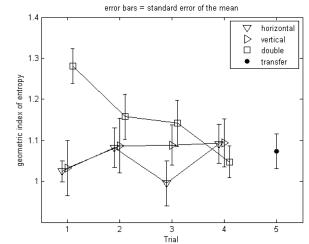


 The effect of choice at each hold drove learning effect and not the practice of different movement patterns, the route difficulty or route novelty



#### **Discussion: transfer effect**

- The uncertainty represented in the route fascilitated the transfer of climbing fluency to a novel route
  - Transfer effects appear to be driven by learning to adapt movement patterns, as opposed the practice of those movement patterns in isolation



#### **Discussion: Practical applications**

 Once movement patterns have been stabilised, representing uncertainty is an important design factor for inducing learning and fascilitating transfer

## end

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