# **Exploring the Psychology of Extended-Period Expeditionary Adventurers: Going**

## **Knowingly into the Unknown**

Aim: This research aimed to explore the lived experiences of extended-period expeditionary adventurers to understand why these individuals adventure, and what they perceive gaining from such experience. Most work in this area thus far has focused on exploring pre-determined elements of adventuring such as risk, stressors, and personality traits. However, rarely the aim has been to understand the overall why of this specific participant pool; the meaning and perceived benefits of going on an enduring adventure or expedition. Design: Seven participants were purposefully selected for their serial and extensive adventure involvement to explore their lived experiences and in-depth insights. Method: This study utilised a qualitative approach, using semi-structured interview techniques and an Interpretative Phenomenological Analysis (IPA). Results: Three intercorrelated master themes were revealed: pre-, during- and post-adventure, all with subordinate themes: to go knowingly into the unknown; autonomy, self-determination and liberation; resilience and growth. Conclusion: The results suggest that enduring expeditionary adventures have the potential to accelerate and magnify individuals' growth and facilitate psychological well-being.

Keywords: Adventure, Expeditionary, Autonomy, Resilience, Outdoors, Growth.

22 Introduction

Never have so many people gone on an adventure in a quest to fulfil their lives, curate memorable events and tick off items on their bucket lists in this experiential age. Between 2010 and 2014, the adventure tourism industry grew by 195% according to UNWTOs "Global"

Report on Adventure Tourism" (2014). In the 2018 report from the Outdoor Industry Foundation: "146.1 million Americans ages 6 and over, or 49.0% of the US population, participated in an outdoor activity at least once in 2017." (2018, p.3). "The global adventure tourism market was valued at \$444,850 million in 2016 and is projected to reach \$1,335,738 million in 2023" (Allied Market Research, 2018). Due to the rising interest in adventuring and its growth in recent years, this research endeavoured to explore the meaning of an enduring expeditionary adventure for these individuals and to understand better what they perceive gaining from such experiences.

## **Defining Adventure**

Defining 'adventure' is problematic in that it has multiple interpretations, covering diverse forms of activity. Many researchers have grappled with this concept in attempts to categorise Adventure Tourism, Extreme Sport, Adventure Recreation, Serious Leisure, Adventure Travel and Extreme Expeditions, to name a few (Buckley, 2018; Ewert, 1994; Ewert & Hollenhorst, 1989, 1997; Fletcher, 2010; Mackenzie & Kerr, 2016; Lee & Ewert, 2018). Adventure is often defined in relation to risk or risk perception. Ewert suggests that it is the "sine qua non of the adventure experience" (1989, p.3), suggesting that without risk, there is no adventure. Mackenzie and Kerr suggest that common elements "involve some level of risk and the active pursuit of risk-taking opportunities" (2016, p.3). The Adventure Model devised by Ewert and Hollenhurst (1989) concentrates on merging individual and environmental attributes, including risk and engagement. In 2017, Buckley defined adventure as a range of disparate notions including: "an industry, an attitude, an addiction, a behaviour, a therapy", and asked whether it is: "an activity involving challenge, thrill, fear, risk, or unknown outcomes?" (p.2). Brymer and Schweitzer also pondered whether it is "a mindset or psychological state?" (2017, p.2), and Buckley talks about the "psychological distinction" (2018, p.9) in analysing

the concept of thrill. Fletcher suggests that adventure typically contains the elements of "novelty, uncertainty, and hardship" (2010, p.16).

This research was focused on understanding the experiences of extended-period expeditionary adventurers, bordering on the extreme end of the "continuum" (Buckley, 2017). The research was focused on the concept of embarking on enduring expeditionary adventures rather than participating in extreme sports, living in extreme environments, or taking part in one-off adventurous activities, such as kayaking or surfing.

Our definition of extended-period expeditionary adventure for this research was: enduring expeditions, travels and experiences that are unusual or daring, and which involve risk, commitment and responsibility. Extended-period was demarcated as lasting longer than a week. Expeditionary was understood as relating to "... an organised journey for a particular purpose" as defined by the Cambridge online dictionary (expedition, para. 1).

63 Literature Review

The primary aim of this research was to explore the experience of enduring expeditionary adventuring. The purpose was to understand the meaning of enduring expeditionary adventuring for these individuals. Furthermore, the aim was to explore the reasons and perceived benefits of this type of adventuring. This study is situated in the wider discipline of 'adventure pursuits', such as sports, extreme sports, risk recreation, adventure tourism, outdoor education and serious leisure. However, as the following sections will discuss, despite several common features and benefits, these forms of adventure pursuits also have significant differences; the current study included.

Sport Psychology, as defined by the American Psychological Association's (APA) Division 47 (Exercise & Sport Psychology) is: "a proficiency that uses psychological knowledge and skills to address optimal performance and well-being of athletes" (sport psychology, para. 1). Whilst Sport Psychology contains psychological constructs that may be

related to adventuring such as visualising success (Blackwell et al., 2013; Omar-Fauzee, Wan Daud, Abdullah & Rashid, 2009; Vealey & Greenleaf, 2006) or goal-setting (Gould, 2006; Locke & Latham, 1985; Schmuck & Sheldon, 2001) for example, there is not complete commonality between the two. Extended-period expeditionary adventurers might not always be considered as athletes, nor is going on an adventure necessarily a sport involving optimal performance as defined in sports. Thus, the skills, optimal performance and wellbeing of these adventurers might entail unique characteristics.

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Extreme Sports have been defined as: "leisure activities where the most likely outcome of a mismanaged mistake or accident is death" (Brymer, 2005, p.i). As an example, Alex Honnold describes being one fingertip away from death in his TED talk (2018) about free soloing El Capitan. Research on extreme sports reports on personality traits, mortality awareness, hedonism, fear, sensation-seeking and risk-taking (Arnett, 1994; Breivik, 1996; Cronin, 1991; Levenson, 1990; Llewellyn & Sanchez, 2008; Pain & Pain, 2005; Willig, 2008; Zuckerman, 1994, 2007). However, studies have also revealed less "deviant" reasons to participate in extreme sports such as courage, humility, and freedom (Brymer, 2010; Brymer & Oades, 2009; Brymer & Schweitzer, 2012, 2013; Kerr & Mackenzie, 2012a; Suedfeld, 2001). This conceptualisation of multiple inspirations in extreme sports delves beyond hedonism and risk-taking. These insights, derived chiefly from qualitative research, relate with the research of Ewert, who found that experienced mountaineers had more complex and comprehensive motivations from the relatively "mechanical" ones of novices (1994). Whereas some of these elements could fit extended-period expeditionary adventurers experiences, it would be important to understand the potential similarities and unique differences with these two different types of adventuring.

Research findings on adventuring thus far have suggested that individuals gain wisdom through adventure experiences (Buckley, 2017; Ewert, 1994; Leach, 2016).

Finally, the "adventure paradox", sitting within Reversal Theory research, suggests that adventurers have seemingly paradoxical needs, states and emotional fluctuations (Kerr, 2001, 2007; Mackenzie & Kerr, 2012a; Mackenzie & Kerr, 2016). Adventurers have been found to have a need for knowing and not knowing i.e., being prepared but not overly planned (Beedie & Hudson, 2003), manage risk and safety (Ewert & Hollenhorst, 1989), and have a telic (serious) or paratelic (playful) experience (Apter, 1992). However, less is known to what extent these paradoxical findings reflect the unique participant pool of extended-period expeditionary adventurers and the experience of this form of adventuring.

Further to the literature review, many authors have researched associated fields such as: human performance in extreme environments (Barrett & Martin, 2016; Leach, 2016; Leon, List & Magor, 2004; Palinkas & Suedfeld, 2008; Smith, Kinnafick & Saunders, 2016; Suedfeld, 2001); endurance events (Swann, Crust & Allen-Collinson, 2016); alternative or extreme sports (Buckley, 2017, 2018; Simpson, Post & Tashman, 2013); risk recreation and adventure tourism (Ewert, 2004; Mackenzie & Kerr, 2012a, 2012b, 2016; Pomfret & Bramwall, 2014; Varley, 2006); adventure therapy (Bowen & Neill, 2013; Gass, 1993; Neil, 2003; Roszak, Gomes & Kanner, 1995; Teaff & Kablach, 1987) and experiential outdoor or wilderness education (Cason & Gillis, 1994; Teaff & Kablach, 1987).

An initial comparison would suggest that these various approaches to adventure appeal to different adventurers, for different reasons. For instance, adventure tourists may seek the perception of risk, however, simultaneously need to feel safe (Fletcher, 2010). Serious leisure enthusiasts seek career progress and specific rewards (Lee & Ewert, 2018). It is apparent from this literature review, that adventure and adventuring have a variety of definitions, and by association, participants embark on these quests for differing reasons, thus gaining diverse perceived benefits from them. Albeit out of the scope of this paper, a thorough comparison of

similar and divergent reasons for different adventure pursuits as well as an exploration of the perceived benefits gained from such experiences would be an exciting research avenue.

128 Methodology

# Methodological paradigm

This research utilised qualitative interpretative phenomenological analysis (IPA) due to its exploratory nature. The method was specifically chosen to achieve the aim which was to explore; rather than to seek correlation, cause or validation of a pre-existing hypothesis. This research was interested in exploring the personal lived experience of the extended-period expeditionary adventurers. IPA has theoretical underpinning in phenomenology and due to this philosophical approach, it was a fitting choice to understand the lived experiences of these serial adventurers (Smith, 2017). Rather than prescribing to pre-existing theories (Smith, Flowers, & Larkin, 2009), the researchers embarked on an interpretative endeavour utilising double hermeneutics. The researchers were firstly interested in the meaning-making of each individual experience, prior to moving to more general suggestions.

## **Participants**

IPA is idiographic and thus utilises small, homogeneous samples to enable rich, detailed, layered and meaningful results (Pietkiewicz & Smith, 2012; Reid et al., 2005; Smith, 2017; Smith et al., 2009; Smith & Osborn, 2003). This study recruited seven extended-period expeditionary adventurers: four females and three males, aged between 23 and 55, mean age 43, all white and British. Utilising purposeful sampling, this study recruited participants who were either full-time or part-time adventurers, self-ordained as either professional or amateur. Participants had all taken part in several multi-week, often multi-month expeditionary adventures including, but not limited to: two around-the-world sailing expeditions (10 months

each); two full-distance treks to the South Pole (46 days and 40 days); one trek to the North Pole; two seven summits on seven continents; several multi-month treks; a 5000-mile run; a 6000-mile run; a circumnavigation row around Britain (51 days); walks across four countries; cycles across over 20 countries: one of 14.000 miles; one of 4,350 miles (164 days); a sail to Antarctica; a crossing of South Georgia; an eight-day eco-challenge across the Rockies; paddling of four rivers; a sail across the Atlantic (two months) and others. In addition to utilising pseudonyms, the expedition list above has been purposefully kept generic to protect the identities of the participants. It is understood that with such a select group, the study will only explore a specific slice, that is white and British, of the adventurer population.

# **Procedure**

The research was undertaken in accordance with the British Psychological Society "Code of Ethics and Conduct" guidelines (BPS, 2009) and with the approval of the University of East London's (UEL) Research Ethics Committee (2014). Face-to-face interviews were conducted with a mean length of 55 minutes. Interviews utilised semi-structured techniques and were non-directive to garner insights across the spectrum of interviewees and their multiple adventure experiences.

Participants were encouraged to lead their story-telling and sense-making with the occasional prompt for further or deeper interpretation. This methodology is in line with the concept of interviewees being co-researchers (Brinkmann & Kvale, 2005). The first author is cognisant of the psycho-dynamic between interviewer and interviewee and the potential for axiological bias and used cyclical bracketing to cut-off pre-conceptions or assumptions. This also removes Husserl's "taken-for-granted" layers (Embree, Husserl & Kersten, 1985), and preserves the uniqueness and value of the interviewee's own accounts.

The first author is also an extended-period expeditionary adventurer, and this insider perspective was acknowledged throughout the research. Due to the existence of this shared ground, richer insights with more empathic understanding and contextual interpretation of the participant's worlds was possible (Smith, Flowers & Larkin, 2009). The shared ground additionally aided the cyclical and iterative interpretation of the results as they arose during interviews and later in the analysis. The singular interpretation of the participant was thus extended and became more layered through the dynamic interplay of intersubjective sensemaking between the interviewer and interviewee. The researcher was careful to practice bracketing and reflexivity throughout the research and analysis phases, acknowledging that the results are "always informed by our own assumptions, values and commitments" (Braun & Clarke, 2013, p. 285). Awareness and reflexivity around one's assumptions, values and commitments cycles back to the double-hermeneutics of shared interpretative analysis.

## Analysis

Each interview was recorded and transcribed verbatim. The transcriptions were analysed systematically and creatively, with the first author cyclically reading, interpreting and exploring themes. After each interview was analysed individually, the first author moved to more generic themes between participants. Fourteen initial themes were analysed, divided and re-clustered into three master themes, mirroring the adventure journey epochs of pre, during-and post-adventure. These, in turn, contain seven subordinate themes as expounded in the results section below. The iterative cycle of engagement and disengagement was used for creating rich insights embedded within the bigger picture of "why adventurers choose to adventure". Further insights and analysis were generated during the writing up phases.

Meetings with the second author towards the end of the analysis enabled greater clarity, particularly drawing out the two opposing themes of "going knowingly" "into the unknown" which had previously been obscured by a mixture of subordinate themes.

205 Results

Three master themes emerged from the analysis; pre-, during- and post-adventure, all with subordinate themes; to go knowingly into the unknown; autonomy, self-determination and liberation; resilience and growth. All themes were prevalent in all interviews.

## **Master Theme 1 – Pre-Adventure**

All participants described similar elements around the groundwork for adventure predeparture; the preparation, training, and planning required in the build-up to leaving for most
expeditions, or at least the forethought and conscious decision-making process for the (rarer)
spontaneous events. There was a strong sense of the importance of preparing for expeditions
that could be potentially dangerous and even fatal, where the participant was mindful of doing
their utmost to mitigate risk and be self-responsible. Conversely, at the same time, participants
consciously acknowledged that they were still going into an unknown world. That no amount
of preparing could guarantee them complete protection from the elements and often extreme
conditions and environments, which were, in turn, crucial components of adventuring into the
"unknown" as defined by the participants.

# 1.1 Going Knowingly

Going knowingly represents two cognitions. Firstly, the conscious decision: the choice to go on an adventure; and secondly the conscious preparations pre-departure to be ready, able, and safe. The adventurers were aware of what they were choosing to expose themselves to

which included risk, uncertainty, discomfort, pain, loneliness and danger, possibly even death.

Despite being aware of these potential future adversities, the adventurers still chose to go, and to go responsibly and knowingly.

The first cognition of going knowingly, is the one of choice. Expeditionary adventurers choose to put themselves out there. This also relates to Theme 2.1: Liberation. Adventurers are free to choose extreme options whilst not bound by standard norms. As Ted describes: "I chose, and again it's a choice isn't it? I chose this in my world that I would cycle every inch. . . I made the choice and to just have a go at – at doing the whole thing. . . I needed to make it to the end - but there was a choice" (Ted, 7/215-229). Ted seems unsure whether he will succeed as he deliberates about cycling off into the unknown, but the repetition of choice suggests that he owns the decision and he has certainty in choosing to go, no matter how uncertain the adventure ahead may be.

The choice to go also involves the awareness, calculation, and then acceptance, of reasonable risks and fears within the context of going on an expeditionary adventure. Adventurers were cognisant of potential dangers ahead, and then appraised them knowingly, using the perspective of embarking on an extreme experience "as an adventurer". The self-label "adventurer" changed the calibration when assessing the risks:

I'm pretty cognisant of potential crises or disasters or accidents, but I think I've got a reasonable approach to them in that I choose not to worry about a lot of them. I think, I think as an adventurer, you got to . . . embrace the potential difficulties, tribulations, scares, dangers - otherwise you'd be a nervous wreck or freaking out the whole time. I think you've got to have a pretty healthy attitude towards scary stuff and kind of learn to live with it and embrace it and work with it because if you fight against it as an adventurer, I don't think you'd step out your door. (Lara, 5/174-186)

Jack is also very aware that adventuring contains risks. However, he accepts the twofold responsibility: to choose to embark and to prepare in a state of knowing.

You never know what's going to happen, which is the unknown, but it's more a case of understanding the likely things that could happen and then already having a plan -- It's calculated risks, and it's understanding and accepting — again, it's accepting responsibility for whatever the risks are. So, I'm very careful to understand and appreciate and manage those risks. I'm not saying you fix them, or you avoid them at all costs, it's calculated risks and not being reckless. (Jack, 4/120-2 & 142-3).

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Jack's contemplation brings out the interplay between risk management, risk avoidance and the acceptance of not being able to control everything. He is emphasising the difference between seemingly similar constructs by reiterating them in different ways. Furthermore, to Jack, the risk prevention tied in with success protection. Jack continues to describe the importance of not being reckless: "I'm not reckless because I want to succeed. Taking too much risk or being too reckless would jeopardise the success of whatever it is I'm doing" (Jack, 4/110-112). Jack's repeated referrals to "reckless" emphasises in his words that his choice of adventuring is not reckless. He strongly perceives being reckless as an impediment to success, and instead uses the words: "calculated"; "responsibility"; "understand" and "appreciate" to demonstrate that he is going knowingly and to disassociate himself from reckless behaviour. Similarly, all the adventurers were cognisant of potential risks and worked hard to mitigate them beforehand, going as knowingly as possible into the unknown. They knew that once they departed, they were in an environment of uncertainty, and the more anticipatory thinking they did beforehand, the better they would be able to cope, adapt or be "lazy" when resources – including mental capacity - would be most stretched. "... the lengths I go to, to be lazy is ridiculous" Sean continues: "I've done huge amounts of work before I go . . . to make sure everything's right. To make sure I've got margins". (Sean,

6/184-92). When asked what happened when danger or disaster struck, Sean replied: "*That's just a day on the mountain*" (Sean, 7/220), thus revealing how he expects danger and disasters in this environment perceiving them ordinary. However, Sean was ready for it and his preparedness beforehand enabled him to cope when external conditions compromised him. His control enabled him to cope with circumstances – such as weather – were out of his control because he went knowingly into the unknown.

The concept of adventurers purposefully choosing to push themselves into challenging experiences - and why they choose to - will be further explored in the discussion section below.

## 1.2 Into the Unknown

In defining adventure, all participants chose to define it by describing the uncertainty of "not knowing what's around the corner" (Joanna, 14/490). This theme captures the core essence of adventuring: going into the unknown. Participants described newness, variety, discovery, exploration (of self and the environment), possibilities, chaos, and unpredictability. This differs from adventure tourism, sporting and recreation activities, where agendas and environments are more fixed and known, even if subconsciously. Again, there was a recognition that "an adventurer" goes knowingly into the unknown; purposefully choosing to step into terra incognita: "It's the one who's stepping out from their known space. Their known daily experience, which can be accidental... but we're talking about perhaps proactively making it happen." (Dora, 15/566-7)

Dora goes on to define it as exploring, whilst not necessarily labelling herself "an explorer", as she travels into personal unknown, rather than public unknown, territory. Adventuring – or exploring – pushes personal boundaries beyond the known-to-self territory geographically,

302	physically and psychologically. Emma defines one experience as an adventure because of these
303	elements:
304	I think it was an adventure because it pushed my emotional limits, physical limits, it
305	pushed every single limit I had. (11/348-9) and: I think it is a bit of an adventure because
306	you don't know what you're going to find. (9/305)
307 308	Emma suggests that adventuring pushes or expands boundaries, and it is partly defined by
309	that personal exploration. She later describes expeditionary adventure as "leaving a scar"
310	(13/438) on her internally, suggesting that the peak experience creates change within. This
311	will be further explored in Theme 3:2 Growth.
312	In a seeming paradox or contradiction of opposing needs, adventurers go knowingly
313	into expeditions and prepare hard to be "lazy", and then consciously choose to step off into the
314	unknown, purposefully exposing themselves to risk and uncertainty. This behaviour is both
315	conformist and rebellious and perhaps re-ignites the childlike excitement of exploratory
316	adventuring. The unknown component clearly generates the curiosity or childlike joy that
317	adventurers relish as Ted describes in a strong rush of feeling when he sets off on his unknown
318	journey:
319	then I just had these like surges of like ecstatic like just like, 'Oh my God. I'm going
320	through the roof here. I'm going to rocket to the clouds in a minute!' And then I just got on the
321	bike, and I didn't have a map, and all I had was a compass, and it just pointed in the direction
322	of xxx I was just like, 'What the $f^{***}$ am I doing?!' (Ted,6/186-7).
323	Ted experiences here the juxtaposition of joy in the childlike experience of just getting on his
324	bike without knowing where he is going, and the responsibility that comes with it, including
325	some doubt.
326	Ted is in a world with less imposed norms and rules, a world less "regimented and
327	rigid and expected" (Lara, 16/614-5), a world more ambiguous and uncertain. Dora describes

a world: "where there are no rules, things can change" (Dora, 2/64). The "no rules" aspect allows for the liberation, autonomy and agility described in other themes. Thus, the unknown was not only about the newness, variety, discovery, chaos, and unpredictability, both in their internal and external worlds, it was about the freedom to choose all the above and self-determinedly create your own rules.

## Master Theme 2 – On Adventure

Participants described a definite shift - embodied and psychological - between predeparture pressures and on adventure lived experience. The build-up of activities involved in getting ready and the mental strain of anticipatory angst, combine to create a busy time until the moment of setting off, which Lara describes as follows:

... some nervous anticipation, if you like, some worry about what's going to happen, what to expect, what might happen, whether I'm doing the right thing, you know, how's it going to go? And I think the day before you start is possibly the hardest day because it's all built up into a big tidal wave of anticipation and all your energy is in check because you haven't started and you haven't set foot out there and, um, it's kind of worry about the unknown, I suppose. (Lara, 7/268-273)

Lara appears to feel a lot of ambiguity about going, not even being sure if she should go, is she doing the right thing. She is describing the excitement of going in to the unknown, which is simultaneously bringing her uncertainty, doubt and anxiety. These different strong emotions are present before departure and are in contrast to the normal, known world of non-adventure. Going knowingly also brings with it a raised awareness of risks, fears, uncertainties and potential failure, which is keenly felt pre-departure during the intense period of physical and psychological preparation. Lara also feels that her "energy is in check" before she leaves; she is primed to go.

Jack describes departure day as "D-Day" (9/278) which "is a buzz. You know, this is it. We're going. Almost a feeling of relief when you start" (9/278-9). Ted also describes: "Once you start, all the anxiety and all the ridiculous thoughts, they just disappear" (19/605-6).

At the point of departure, participants experienced an ecstatic release and then a simple focus in the "bubble world" (Jack, 9/306) of the adventure itself; inducing liberation, autonomy and authenticity.

## 2.1 On Adventure – Liberation

As a successor from the two previous themes: intense planning and preparation combined with the uncertainty of stepping into the unknown; a third theme is born – liberation. Suggesting a juxtaposition between being planned and yet being free: "I don't think planning necessarily ties you down and limits your freedom. You can still plan and be free" Jack (7/232-3). This demonstrates a tension between the needs for certainty and uncertainty in themes 1.1 and 1.2, and the needs for certainty and freedom in themes 1.1 and 2.1. Jack realises that the pre-adventure planning – going knowingly – represents good preparation rather than a confinement to a fixed agenda once on adventure. This extended-period expeditionary adventure freedom differs from shorter or more repetitive adventure programmes and recreation events.

Freedom on adventure is freedom from rules ("there are no rules"); society: "I'd associate adventure with being detached away from society" (Ted, 24/775); expectations: "I can cry and bleed" (Lara, 8/302); and noise "You've just cut out all the background noise" (Jack, 10/317). There is freedom to do: "knowing that at any point I could just sit down, roll out a mat and go to sleep – anywhere" (Joanna, 7/234-5) and freedom to be: "You cast off all your inhibitions" (Lara, 8/277-8).

Associated with this lifestyle is a simplicity which casts off restrictions and complications. The single focus of walking, cycling, running or sailing, over an extended period of time on an expeditionary adventure creates a simple life; Jack's "bubble world". Combined with the singular expeditionary activity is a simplicity of existence, such as the freedom to choose where to sleep as Joanna mentioned above and as Ted describes here:

You're stripping yourself back away from the luxuries of life, which then basically makes you appreciate life so much more. So, I remember being in a ditch ... and shit was all over me, I stank. I hadn't had a shower in two weeks and ... And I sat there and I thought, "I've near enough used all the money for the house that I didn't get," and I was in this ditch on my tod and I was the most happiest I've ever been in my entire life. (Ted, 24/782-6).

In the non-adventure world, sleeping alone in a ditch with little money would generally be considered a negative situation, but Ted finds happiness in the simplicity of his expeditionary adventure lifestyle. The simplicity of life with less expectations, less rules, less norms, less luxuries, gave Ted the awareness and presence to realise his happiness in that moment.

# 2.2 On Adventure – Do It Yourself (DIY)

The uncertainty and challenge of venturing into unknown territory generates the need to be self-responsible, self-reliant, agile and solution-focused – extended-period expeditionary adventurers need "DIY" (do it yourself) skills to survive and thrive in tough, ever-changing conditions with fewer gadgets, technology, and experts on hand than usual. In relation to Theme 2.1, this 'do-it-yourself' lifestyle is another form of liberation. There is freedom from structured support and excess equipment, and freedom from guides and groupthink – elements that you may rely upon on other types of adventures.

Extended-period expeditionary adventuring was often defined by the lack of outside help or guides: "If you're reliant on other people, that's just a holiday" says Jack (7/208). Other people were considered to be hindrances to the real spirit of adventure and self-reliance. Jack describes the liberation and self-reliance that kicks in when a higher authority isn't present:

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It is different. Same environment, exactly the same, but it feels very different because you've got guardians looking over you, I suppose. So, you become subservient to that and, yeah, you're not, you're not responsible for yourself which I guess is part of it, whereas when you're on your own, you've got to make the decisions, you've got to take responsibility for what happens, you know, accept the consequences of what happens whereas if you're there with-with your parents as a kid or with a leader, it's not quite the same as being on your own. . . . a lot of the stuff I do now is solo. It's just me on my own and I like the challenge of that self-sufficiency which is more, it's adventuring, but it's the challenge of you fixing, sorting everything out. You haven't got to rely on anyone else whereas if you're with a group of people and there's a leader, you tend to not give it the same effort because, 'Oh, I haven't got to worry about that because someone else is worrying about that'...which I think you're taking a little bit of the adventure away from the equation. Still adventurous, but it's not the full thing - for me. (Jack, 3/86-105). Here Jack clearly grapples with the concept of having to be truly self-sufficient, where he has to rely on his DIY skills out of necessity as no guardian, parent or leader is present to help. There is no assumed reliance on others or shared responsibility even with fellow team members. In fact, Jack often chooses to adventure solo, to purposefully experience and test his own resourcefulness and responsibility. Sean also chooses to challenge himself in this way: "The solo in me was the proving to myself that I could actually do it myself. I didn't need anyone else, and I didn't need anything." (Sean, 9/268).

Part of the lure of extended-period expeditionary adventuring then is the requirement – out of necessity – for self-reliance, and the satisfaction gained from testing oneself, overcoming obstacles and living in a self-supporting manner over a period of time. A solo, unsupported, unassisted, extended-period expeditionary adventure would fall in the extreme end of that and would be an interesting area for further study.

The need for agility and resourcefulness was also considered to be a core determinant of defining adventure within an unknown world, testing unknown skills and knowledge: "trying to figure out how to do it." (Sean, 10/320), using "your wits . . . about whether something's safe or not" (Emma, 8/299-301) and testing oneself in the unknown territory such as a new route up a mountain says Joanna: "It was about pitching yourself against something that hasn't been climbed before in the purest sense... pure self-reliance" (16/550-1).

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## 2.3 On Adventure - The Real Outdoors

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In addition to 'going into the unknown' and very much related to "not knowing what's around the corner", the natural, unpredictable, outdoor world was considered to be a vital component of adventuring. No participant could think of a true adventure that was contained within a building. Indoor bouldering was considered to be about as close as it could get, but rejected as being too safe and pre-planned, as "only an imitation; it's not the real thing" (Dora, 3/88-90):

I just think the world and nature has a way of . . . writing a script that is much more 444 445 than we could ever think of or dream up. . . . Because in the boulder one, you know 446 somebody has made it safe for you, especially nowadays, that's why it's so important 447 now, I think. Someone somewhere has made it so that, yeah, you're going to have this 448 adventure, but you know you're not going to die because somebody made it safe. 449 *Nothing that we do in the built world is unsafe anymore. (Dora, 4/128-143)* 

Here Dora claims that safety is a differentiating factor between the real outdoor and the constructed indoor adventures. All participants spoke about going knowingly in their preparation, including their awareness of risk, and their opposition to recklessness. However, the real danger in the real outdoors was also considered to be a key component of these expeditionary adventures. The natural environment and extreme conditions provide authentic risk and danger, which genuinely require survival skills, without a safety net. Similar to the need for self-reliance in 2.2, the realness of their expeditionary environments provided the adventurers with personal tests and challenges, which was part of the appeal.

Nature's "gym" provides real physical and psychological fitness with it's unpredictability and dynamic challenges: "Because we are conditioned in the wrong ways now. It's more natural to live like a hunter-gatherer." (Dora, 9/316-7). The adaptability and versatility required to survive and enjoy extended-period expeditionary adventuring were in part due to the genuinely natural environment and natural elements that were unpredictable and not homogenised or contrived. The authentic 'realness' of the outdoors was felt to be key to adventuring into the unknown; away from society and a pre-constructed world.

Finally, the real outdoors; "the awe and wonder at nature" (Jack, 14/461), gave participants some of their most simple and expansive experiences, where they felt fully present and truly "alive": "[modern day living] is too managed, too, too protected... You tick along, and then you die... ultimately it's about feeling alive" describes Jack (15/487-514). This positive connection with nature has been documented a lot already in previous research and will be revisited in the Growth theme.

# **Master Theme 3 – Impact of Adventure**

Finally, the two main reasons participants gave for why they go on extended-period expeditionary adventures are captured within the last superordinate theme: the building of resilience and the expansion of their geographical, physical and psychological worlds. Here we find the purpose and meaning behind adventuring; the reason why; and the positive perceived benefits or outcomes despite, and because of, the peak lived experience. The theme three could reflect a 'post-adventure growth'.

# 3.1 Resilience

Resilience was felt to accumulate during extended-period expeditionary adventures and contribute to personal wisdom, enabling adventurers to go more knowingly next time as a cyclical benefit and life-long skill. Resilience was present on the adventure, and further developed and deployed post-adventure: "You've increased your capacity to succeed again at other things, deal with other things. It's a good feeling" (Jack, 15/482-3). This corresponds with the concept of expeditionary adventurers proactively choosing to test and challenge themselves, to push against their known boundaries, in an effort to increase their psychological resourcefulness. Adventurers were psychologically strength-building in this respect, like going to a mental gym: "I've learned to toughen up. Strategies and tactics with coping and dealing with stuff and don't sweat the small stuff", says Lara (11/398-9). Dora describes how she evolved through adventuring:

More confident and able to cope with anything. I don't panic. I don't panic if I'm on expedition and, if anything, I actually love it when ... actually I don't love it when things go wrong, but I know that I can absolutely hold myself together under any circumstances. That sounds really arrogant, but . . . I've done that many times and I

496	actually thrive. However, put me in a front of a computer that's not working and I've
497	got a deadline and I panic it's weird. (Dora, 9/216-7)
498	Interestingly, Dora has learned to be resilient and even thrive when things go wrong on
499	an expedition, compared with panicking when sat in a safe environment on a computer. Dora
500	believes that she is a better version of herself on expedition, and thus, better able to cope:
501	I feel the difference is just being more alive, um, I think I'm happier. I think I'm
502	better Dora. I-I impress myself sometimes just by like, what I achieve or my good
503	humour in the face of absolute nightmare or whatever. And sometimes, you know, I-I
504	can be sat in the office and just want to throw the computer out the window. (Dora,
505	8/268-271)
506	Perhaps the mindset adopted on extended-period expeditionary adventures is more expansive,
507	patient, present or happy, and thus allows for greater resilience and openness to learning and
508	growth. Lara even felt there were two versions of herself:
509	And even when the going gets tough if you're in adventure mode. So, sometimes I liken
20)	That even when the going gets tought if you're in adventure mode. So, sometimes I tiken
510	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm
510	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm
<ul><li>510</li><li>511</li></ul>	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm tougher and wiser and more capable without the cotton-wool stuff that I get at home.
<ul><li>510</li><li>511</li><li>512</li></ul>	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm tougher and wiser and more capable without the cotton-wool stuff that I get at home. (Lara, 8/311-4)
<ul><li>510</li><li>511</li><li>512</li><li>513</li></ul>	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm tougher and wiser and more capable without the cotton-wool stuff that I get at home.  (Lara, 8/311-4)  Lara claims to be able to "do scarier stuff when I'm an adventurer" (8/299) – when the going
<ul><li>510</li><li>511</li><li>512</li><li>513</li><li>514</li></ul>	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm tougher and wiser and more capable without the cotton-wool stuff that I get at home.  (Lara, 8/311-4)  Lara claims to be able to "do scarier stuff when I'm an adventurer" (8/299) – when the going gets tough, the tough get going; but when sat at home on a computer, in a "cotton-wool" world,
<ul><li>510</li><li>511</li><li>512</li><li>513</li><li>514</li><li>515</li></ul>	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm tougher and wiser and more capable without the cotton-wool stuff that I get at home.  (Lara, 8/311-4)  Lara claims to be able to "do scarier stuff when I'm an adventurer" (8/299) – when the going gets tough, the tough get going; but when sat at home on a computer, in a "cotton-wool" world, there is not the same demand for psychological resilience. The three female participants, Dora,
<ul> <li>510</li> <li>511</li> <li>512</li> <li>513</li> <li>514</li> <li>515</li> <li>516</li> </ul>	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm tougher and wiser and more capable without the cotton-wool stuff that I get at home.  (Lara, 8/311-4)  Lara claims to be able to "do scarier stuff when I'm an adventurer" (8/299) – when the going gets tough, the tough get going; but when sat at home on a computer, in a "cotton-wool" world, there is not the same demand for psychological resilience. The three female participants, Dora, Lara and Emma all felt they were more capable in "adventure mode": "I wouldn't have grown
<ul> <li>510</li> <li>511</li> <li>512</li> <li>513</li> <li>514</li> <li>515</li> <li>516</li> <li>517</li> </ul>	myself to becoming Lara Croft when I'm adventuring because I just become her. I'm tougher and wiser and more capable without the cotton-wool stuff that I get at home. (Lara, 8/311-4)  Lara claims to be able to "do scarier stuff when I'm an adventurer" (8/299) — when the going gets tough, the tough get going; but when sat at home on a computer, in a "cotton-wool" world, there is not the same demand for psychological resilience. The three female participants, Dora, Lara and Emma all felt they were more capable in "adventure mode": "I wouldn't have grown into the person I am The strong, ambitious woman I am now." (Emma, 4/116). Resilience

times have been some of my best times" says Dora (19/636). "Masochistic pleasure in pushing myself", describes Joanna (19/660). Ted laughingly remembers: "I just wanted more pain (laughs). I wanted more pain" (8/244-5). This is sometimes referred to in the adventure community as "type two fun" - miserable at the time, but enjoyable in retrospect: "... afterwards, bleeding love it, even if at the time you hated it", laughs Dora (19/650). This perverse pleasure can be found in the endurance aspect of extended-period expeditionary adventures. The requirement is to endure, with not much hope for a quick escape from the arduous reality. Perhaps this purposeful endurance of painful or traumatic experience creates a peak state in which presence, pride and confidence can be cultivated.

Participants also experienced the contrast between the difficulties and the post-challenge high, with the resilient ability to bounce back: "...in a way, the harder and tougher it is, the bigger the bounce back", says Jack (16/531-2), and "the more intense the low, the more intense the high... because you know the reverse, you know the opposite", describes Emma. She goes on to say:

...you don't think you could get any lower and all you want to do is find a dark hole and live in it, you just - I try and embrace that feeling because I know that when I come out of that hard place, the - the happiness after is going to be so amazing and intense and I'm going to be so much stronger from the pain that I felt that's it's - that I think it's something to be embraced and appreciated. (Emma, 4/133-6)

Emma is choosing to push her boundaries, much like the other expeditionary adventurers, and is realising new skills and tools to better live life post-adventure. These adventurer were using the "dark holes" and "hard places" to fast-track psychological resilience, growth and wisdom; further expanding their capacities and capabilities for stronger functioning in future.

## 3.2 Growth

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In going knowingly into the unknown, participants were choosing to push and explore themselves, physically and psychologically, and experienced post-adventure growth as a result. No matter the objective or external "success" of the expedition, there was a subjective success in self-development, self-actualisation, and self-transcendence. "Expansion" and growth received over double the quantity of mentions in interviews (number: 145); typically answering the 'why' question: why adventurers choose to adventure; with various comments around growth, achievement, significance and a "more than" experience. Dora sums it up: "Win, lose or draw, you basically win because you're giving yourself the chance to expand yourself' (6/209).Dora claims that adventure is "humbling and empowering at the same time" (20/695), Joanna speaks of reciprocity which is "beyond myself" (20/712), and Ted talks about self-transcendence, going from: "I felt I had a lot of ego problems" (12/365) to "the journey just became bigger than me" (22/697) which "gifted me a pathway to help people" (25/816). He reflects: What I didn't realise and now looking back, is those were all the ingredients . . . giving back, moving, travelling, adventure, so you never know what you're going to wake up to every single day. All those little ingredients, what I didn't realize was just the recipe for a fulfilled happy life, and now I can look back and go, 'Oh, my God. I got it so right back there'... I then created a pathway for myself that I just didn't even know existed. That's how I see it. Yeah. (Ted, 13/422-8) This reflection about Ted's past journey, includes the memory of lying in a ditch to appreciate happiness. Ted's psychological world grew richer as he cast off his physical luxuries and money. Extended-period expeditionary adventuring can be "humbling and empowering". In the dark holes, hard places and ditches, the participants found humility and were thus open to

receive wisdom and growth. Yet they also found empowerment, resilience and growth in their ability to survive and even thrive during such challenging experiences.

572 Discussion

The aim of this research was to explore the psychology of 'extended-period expeditionary adventurers' to better understand why they adventure and the benefits they procured (Buck, 2019). Results emerged under the temporal headings of pre-adventure, on adventure and impact post-adventure. The seven themes were: going knowingly into the unknown (1.1 and 1.2); liberation, DIY and the real outdoors (2.1, 2.2 and 2.3); resilience and growth (3.1 and 3.2). A significant result of this research is that these themes emerged unprompted while using non-directive and inductive methodology and prevailed over countless other potential themes. They were also repeatedly mentioned (each theme was stated 39 to 145 times across all interviews) and all themes were raised by all seven participants.

In addition, researchers have concentrated on the 'right stuff' required for extreme expeditions (Kjærgaard, Leon, Venables, Fink, 2013; Kjaergaard, Leon, & Venables, 2014), typically focussing on character traits. Contrastingly, this research corresponds with a more contemporary supposition that the "...overall positive psychological adaptation may be a key factor, rather than a specific 'right stuff' constellation of personality traits." (Blackadder-Weinstein, Leon, Norris, Venables & Smith, 2019, p24). Blackadder-Weinstein et al found that irrespective of "notable" trait differences, teams can achieve their expedition objectives. This research proposes that the ability to psychologically adapt (towards growth, resilience, transcendence and empowerment, for example) explains one purpose: why expeditionary adventures go on an adventure and the positive benefits they procure.

## The Themes

The first theme: Going Knowingly into the Unknown, demonstrates a seeming contradiction between the need for certainty (knowing) and the contradictory need for uncertainty (going into the unknown). This dualistic dynamic was a significant finding in three respects: the 'need to know', diverging from risk-taking and spontaneity (Pain & Pain, 2005; Willig, 2008; Zuckerman, 2007); 'into the unknown' ultimately defining adventure according to the participants; and the co-existence of the two creating a novel and unique dichotomy. With regards to this paradox in adventure tourism, a point is made by Fletcher that: "People always ask, "Am I going to fall out of the boat?" Like they want to know for sure what's going to happen... Like the unknown makes them really uneasy" (2010, p.28). This discomfort with uncertainty may be a crucial difference between adventure tourism and extreme adventuring. Certainly, attitudes towards risk, perceived risk, safety, uncertainty and hardship seemed to differ across adventure disciplines (Fletcher, 2010; Gordon, 2006; Holyfield, Jonas & Zajicek, 2005).

Reversal Theory is also evident here and tallies with other qualitative adventure research (Brymer, 2005; Kerr 2001, 2007; Kerr & Mackenzie, 2012) suggesting that Reversal Theory is a useful construct to help understand the complexity and fluctuations of adventurer motivations. The subthemes of going knowingly - with responsibility and rule-abiding conformity – and liberation also appear paradoxical, and this research revealed that the very preparedness in going knowingly enables the liberation, or "laziness" as Sean put it. Similarly, the responsibilities that come with sub-theme 2.2 (DIY), appear to oppose liberation. The need to be self-responsible and self-reliant in a hostile environment would suggest an industrious, utilitarian focus away from freedom. However, DIY involves autonomy, and autonomy is implicit in the notion of liberation: adventurers are free to make things happen and get things done without 'experts' or guides on hand.

Going knowingly into the unknown combines the positive psychological paradigms of intrinsic motivation and control exhibited in self-determination (Ryan & Deci, 2002), hope (Snyder, 2002), goal setting (Latham & Locke, 1991; Locke, 2002), proactive coping (Aspinwall & Taylor, 1997) and mastery (Gluck & Bluck, 2013) as evidenced in 'going knowingly', with the psychology of possibility (Langer, 2009), growth mindset (Dweck, 2017) openness (Fredrickson, 2011), courage (Pury, 2010) and creativity (Csikszentmihalyi, 2014) – 'into the unknown'. The complementarity of the two enables and liberates the participants to enjoy adventure flow; defined as the combination of high challenge and high skill by Csikszentmihalyi (1990, 1996). This would further support previous research naming flow as a key element of adventuring (Mitchell, 1983).

Results show that adventurers choose to go knowingly into the unknown to discover themselves, whilst at the same time be willing to lose themselves. The notion of psychological self-exploration and discovery are reflected in the physical and embodied adventurous journey, with little expectation placed upon them by society - or themselves - to be productive, perfect or certain. This 'psychology of possibility' as Langer describes it (2009), allows for ontological expansion, mindfulness, creativity, and emancipation (Fatemi, 2016).

Contrastingly, extended-period expeditionary adventures are not usually 'too known': packaged or heavily guided, as they then lose the 'spirit' of adventuring. This tallies with adventure recreation research where "...there occurs something of a paradox whereby the more detailed, planned and logistically smooth an itinerary becomes the more removed the experience is from the notion of adventure" (Beedie & Hudson, 2003, p. 627). However, it has been suggested that extreme adventure tourism – such as climbing Everest – would qualify (Ortner, 1999) and indeed participants in this research had taken part in extreme adventure tourism whilst climbing the seven summits, sailing around-the-world, and skiing to the Poles.

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The second master theme, On Adventure: Liberation, DIY and the Real Outdoors revealed the core psychological constructs that adventuring facilitated. Evidence from the present research demonstrates that partly as an outcome of the previous two constructs, and predominantly as a result of an adventure; liberation, autonomy (DIY) and unity with nature are experienced once the adventure begins. These three most dominant themes were expressed repeatedly across all participants. Previous research has explored these psychological concepts, however scarcely in the context of extended-period expeditionary adventuring. This research thus adds further definition and a new contextualisation to the understanding of the transformational benefits of liberation (Brymer & Schweitzer, 2013), flow (Csikszentmihalyi, 1990), independence - in autonomy and self-efficacy (Bandura, 1989), coping with stress in salutogenesis (Antonovsky, 1979, 1987) and physical activity (Hefferon, 2013; Holder, Coleman & Sehn, 2009) embodied in the outdoors (Meier, Schnall, Schwarz & Bargh, 2012). The theme of liberation (2.1) is commensurate with Brymer and Schweitzer's research into the quest for freedom in extreme sports and the transformational benefits of such (2013). Results from this research found similar references, and thus it is hypothesised that the combination of physical activity, with the right mix of challenge and skill, plus a degree of preparedness with an acceptance of uncertainty (going knowingly into the unknown), can generate embodied, emotional and psychological freedom. These results are also consistent with Csikszentmihalyi's flow matrix (1990, 1996), where 'skill' equates to going knowingly, and 'challenge' equates to going into the unknown with the dynamic coping required in "DIY". The liberation felt is in part due to the embodied experience of flow and fully present functioning. Additionally, the mindset of liberation and openness to explore the unknown, with the element of challenge, enables further growth; providing fertile conditions for experiential

learning, transformation and the development of wisdom (Gigerenzer & Goldstein, 2011;

Gluck & Bluck, 2013; Knowles, Holton & Swanson, 2014). This suggests that the quality and quantity of growth and wisdom achieved post-adventure is increased by the fact that the experience was gained while in an open-minded, fully present and challenged state of psychological functioning. Gigerenzer and Goldstein (2011) suggest that wisdom includes the recognition and management of uncertainty, thus being useful pre-, and on adventure, and honed for life post-adventure.

Self-reliance, referred to 'DIY' in this study, is the second positive by-product of being on an adventure. Participants gained self-efficacy through the agentic conquering of physical and cerebral challenges whilst lacking traditional back-up and support (Bandura, 1989; Brymer & Schweitzer, 2013). Thus, the adventurers who went knowingly into the unknown, enabled themselves to be both liberated and agentic as demonstrated in themes 2.1 and 2.2. Reward included the feeling of empowerment, especially situated within the hostile and uncertain environments, and a feeling of confidence post-adventure to cope with life.

DIY coping on an adventure is commensurate with Lazurus' transactional model (1966), where dynamic accommodative and constructive efforts to master demands over resources can reduce or eliminate stress. Adaptive coping has been associated with well-being; the ability to recover or bounce back from difficulty in resilience and post-traumatic growth, lower cortisol levels (Carver & Connor-Smith, 2010; Snyder, 1999, 2002), and the agility to adapt and cope; all common themes in this research. Further research could explore the possibility of post-adventure stress, as compared with post-traumatic stress, and the impact of reflectivity and emotional regulation.

The third subtheme in this section – the 'real outdoors' (2.3) – is commensurate with the evidenced benefit of adventuring within a genuine natural environment. Being outdoors has been found to be beneficial to mental health and psychological well-being (Atchley, Strayer &

Atchley, 2012; Ewert, 1983; Passmore & Holder, 2017) and unsurprisingly, this research aligns with previous literature on the subject.

Adventures strip away the stress of maintaining facades, allowing participants to be authentic: "I can cry and bleed" (Lara, 8/302), so that they may truly become their whole selves and self-actualise (Kashdan & Biswas-Diener, 2014; Maslow, 1943, 1962). This concept of authentic personal expressiveness is explored by Waterman (1993) and Ryan and Deci (2001), whereby people live in accord with their "daemon" or true self, articulated multiple times by the present participants.

The authenticity experienced psychologically is in harmony with their authentic environment and stripped away lifestyle "detached away from society" (Ted, 24/775) and the stressors of modern living. Going on an adventure is perhaps an experience that we are designed to thrive in, with reference to Dora's notion in 2.3 that humans interact with the world best in hunter-gatherer mode (Louv, 2012).

Finally, the third master theme 'Post-Adventure: Resilience and Growth' suggests there is a strong element of resilience involved in adventuring as evidenced in the results (3.1). These findings are in accordance with the extensive research and literature on psychological coping in tough times, similarly, found in hardiness, resilience and mental toughness (for example: Clough & Strycharczyk, 2012; Swann, Crust & Allen-Collinson, 2016; Tedeschi & Calhoun, 1996). Extreme expeditionary adventure experiences in particular are most impactful, providing stimulus for adaptation and peak life challenges that enhance resilience: "...adventure experiences may help participants develop adaptive systems that will aid them during future uncertain and demanding events." (Overholt & Ewert, 2014, p1-2). Coping behaviours can be learned by "explorers and adventurers" (Leach, 2016, p1). Research also supports the notion that adventure experiences may be positive or negative, but it is the 'peakiness' that stimulates resilience and growth (Leon, Sandal, Fink & Ciofani, 2011;

Tedeschi, Shakespeare-Finch, Taku & Calhoun, 2018). Wong's second-wave positive psychology construct correlates here (2016) with regard to his balanced taxonomies, specifically either a negative or positive experience input with a positive output. Correspondingly, this is associated with post-traumatic growth; potentially 'post-adventure growth' is just as salutary. Adventurers knowingly participate in trauma-inducing events or shaping "crucibles" as described by Bennis and Thomas (2002), and participants described a strengthening of character as a result (Joseph, 2012).

Growth and wisdom are achieved through experience, and challenging, peak experiences are more experiential, therefore, educational. An adventure represents a span of life's journey, where learning and growing are intensified, illuminated and accelerated. Adventure is a growth accelerator, and its learnings are used in non-adventure life as a psychological toolbox. Additionally, an adventurer's growth journey is cyclical as they choose to go 'more knowingly' on to their next adventure, with the psychological and cognitive toolbox they have built over the years. Overall, the results reveal that adventures serve as significant peak experiences that enable post-adventure growth: accelerating development towards realising one's own full potential in self-actualisation (Maslow, 1943); expanding boundaries as experienced in self-transcendence (Frankl, 1966); and increasing wisdom (Ferrari & Weststrate, 2013).

On a higher outcome level, adventuring is analogous with Joseph Campbell's "Hero's Journey" and Viktor Frankl's "Man's Search for Meaning" (Campbell, 1993; Frankl, 1984). In both narratives, the human-being undergoes a long journey of enduring challenge, whereby through adversity and suffering they find themselves – the 'hero' within. Adventurers choose the more difficult path; they go knowingly into the physical and psychological unknown, on their quest for growth and self-actualisation and in their search for a meaningful existence. Adventurers induce peak experiences that can create mortality awareness in themselves and

others (Yalom, 1980). This intense, embodied and emotional experience is clearly expressed by Ted who "created a pathway" for himself in his expanding world that he didn't know existed (3.1) and had "surges" of ecstasy so much so that it felt "like the chemicals that was rushing through my body was probably the most powerful ever in my life" (Ted,6/186-7).

An adventure is a peak experience which makes participants feel "super aware" (Lara, 5/165) and "really alive" (Lara, 5/161). A prolonged challenge, fear or trauma, or a reprieve from death, can create a "plateau experience", a serene calmness, (Krippner, 1972; Maslow, 1962) yielding an added profundity that makes the adventure more transformational, and potentially life post-adventure, more meaningful. This achieves post-adventure growth, much like post-traumatic growth (PTG) (Tedeschi & Calhoun, 1995, 1996, 2004), where a higher outcome, such as appreciation for life, is the positive result of a negative experience. This correlates with previous research findings around transcendence (Leon et al, 2011; Marsh, 2008) or a "crystallize[d] selfhood" (Ewert & Hollenhorst, 1997, p.1).

In the search for something higher, adventurers not only climb mountains to reach a physical summit and potentially feel positive emotions such as awe and joy in the achievement, but they may also find inspiration and meaning within the yin and yang of that 'peak' experience; incorporating the complementarity impressions of beauty and danger, or survival and survivor's guilt, for example (Lomas & Ivtzan, 2015). It is proposed that to 'go on an adventure' is to choose to have a natural peak experience that is good for our eudaemonic happiness and psychological wellbeing.

Further research could explore more extensively and quantitively using surveys across higher numbers of participants, or more widely using qualitative methods with additional participants. Each theme has the potential to be further investigated, perhaps in correlation to different demographics. The main limitation of this research is that it only represents seven subjective British, white mindsets. It is concluded that with this small sub-section of the

adventurer population, there are clear and common themes that arise on interpretation and analysis that are worth further investigation. Furthermore, there are interesting similarities, disparities and distinctions across different adventure disciplines and pursuits, which would also be worthy of research, analysis and comparison.

In a final and significant point of discussion, it is proposed by the authors that 'Adventure Psychology' has the potential to become a new discipline to sit alongside Sports Psychology, potentially encompassing the associated yet disaggregated fields of: Adventure Tourism; Adventure Therapy; Adventure Recreation; Adventure Travel; Adventure Education and Expeditions. Possibly also including adventurous activities (such as rafting or kayaking), human performance in extreme environments (such as polar, space or desert), extreme sports (such as BASE jumping) and serious leisure (such as skydiving). This would provide a point of collaboration and inter-discipline co-operation. Best practice research, evidence, approaches, and interventions could be exploited more skilfully by practitioners who share the same goal of improving psychological health under this banner.

The definition of 'adventure' would need to be resolved to enable categorisation. We propose the following for future discussion: 'adventure: to go knowingly into the unknown on expeditions, travels and experiences that are unusual or daring, and that involve opportunities for taking risks, whilst demanding commitment and responsibility'.

# Conclusion

To go on an extended-period expeditionary adventure could be cursorily perceived as a selfish or risky undertaking, whereas this research has revealed more layered and penetrating purposes and benefits. The answer to: 'why adventure', is complex and phenomenological; principal implications suggest resilience, post-adventure growth, and self-actualisation, even transcendence.

791	We leave the last word to one of our participant adventurers:
792	"I'm always on edge wondering, "What's next?" I don't know what it is, but there's
793	got to be something. There's always got to be more, and it will keep going until it stops
794	completely because I'll be dead. [laughs]" (Sean, 25/819-822).
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