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THE MIND'S EYE IN CHESS

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Publisher Summary

This chapter describes the progress made toward understanding chess skill. It describes the work on perception in chess, adding some new analyses of the data. It presents a theoretical formulation to characterize how expert chess players perceive the chess board. It describes some tasks that correlate with chess skill and the cognitive processes of skilled chess players. It is believed that the demonstration of de Groot's, far from being an incidental side effect of chess skill, actually reveals one of the most important processes that underlie chess skill—the ability to perceive familiar patterns of pieces. In the first experiment discussed in the chapter, two tasks were used. The memory task was very similar to de Groot's task: chess players saw a position for 5 seconds and then attempted to recall it. Unlike de Groot, multiple trials were used—5 seconds of viewing followed by recall—until the position was recalled perfectly. The second task or the perception task for simplicity involved showing chess players a position in plain view.

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