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Perception in chess

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Abstract

This paper develops a technique for isolating and studying the perceptual structures that chess players perceive. Three chess players of varying strength “from master to novice” were confronted with two tasks: (1) A perception task, where the player reproduces a chess position in plain view, and (2) [de Groot's \(1965\)](#) short-term recall task, where the player reproduces a chess position after viewing it for 5 sec. The successive glances at the position in the perceptual task and long pauses in the memory task were used to segment the structures in the reconstruction protocol. The size and nature of these structures were then analyzed as a function of chess skill.

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XXII. Programming a computer for playing chess, the atom makes it difficult to leave the gyroscope.