

Planning

Deciding the best way students can work on their time management

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Letting them download the chess app where there is unlimited time

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Have them play against pro players without a time limit so they can learn how pros play in difficult situations

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Setting a really low timer on chess games so students can learn how to play faster

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Research

Gathering tips from coaches and seeing how they manage time

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Searching for different tools which can help with chess

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Researching how big of factor stress is due to time limit

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Seeing if playing blitz and rapid games help get better at regular game chess

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Testing

Having them practice chess puzzles which will help develop stronger moves

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Letting the students face the computer on the chess app twice, one with timer and one without.

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Analyzing how different strategies improved time

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Having them practice common moves so they don't have to spend too much time in the real game

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Recording

Looking for situations where students spend unnecessary time

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Comparing the better move used vs computer with time and without time to see if how big of a role time plays.

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Collecting information from pro players who faced these students and seeing how they improve their time management

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Recording which stage of the game is the most stressfull and most time consuming

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Final Output

Gathering all the research and tests and see which method helped the most

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Analyzing how students played in tournaments after all these practices and tips to see how much they improved

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Analyzing how students are making decisions under pressure

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Collecting insights from the students about their confidence during the game

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