Chess Dashboard Report Summary Analysis :- Personal Project

Page-1 Player Performance & Ratings

- Ratings for white and black follow a near-normal bell curve centered around the 1400-1500 band, but black ratings skew slightly lower, hinting that stronger players in this sample more often played white.

- White win-rate climbs steadily with rating: buckets above 1800 achieve >60 % wins, while the lowest bucket languishes near 40 %.

- Activity leaderboard shows a handful of highly active users (top bar chart). They dominate the volume but not necessarily the win column—several high-volume players sit below 55 % success, suggesting practice alone isn't translating into domination.

Page-2 Outcomes & Opening Popularity

- "Checkmate" is the most common termination, yet 25 % of games end on "Resign" and 9 % on "Out-of-Time," providing clear coaching opportunities around clock and tilt management.

- Top-10 openings are heavily Queen's-Pawn and Slav structures. Among them,

the Scandinavian pops out with a 65 % white win-rate—an opening black players may want to patch.

- Conversely, Slav Exchange delivers the most balanced score (~51 % white), indicating a safe equaliser for black.

Page-3 Time-Control Impact

- Bullet (<2 min) games are dramatically shorter (median ≈ 20 turns) while classical (>15 min) stretches past 60 turns.

- White win-rate rises from 50 % in blitz to 57 % in classical, revealing that longer thinking time slightly helps the initiative side.

- Outliers: 5 % of games blitz out in <10 turns (quick blunders or pre-

arranged draws); the longest 5 % exceed 120 turns—ideal study cases for end-game stamina.

Actionable Takeaways

Players rated <1400 should prioritise time-control discipline—half their losses stem from time or early tactical collapses.

Opening prep: If you play black, prepare answers to Scandinavian traps; if you play white, explore it for quick practical chances.

Clubs can host classical-time training to help players convert advantages; the statistics suggest longer formats reward sound play.