

The goal of this project is to develop an artificial intelligence (AI) system for chess training, with a focus on helping players identify and correct their typical mistakes, also known as blunders. The system will utilize pattern recognition techniques and machine learning algorithms to analyze a player's game and generate personalized training sessions that target the player's specific weaknesses.

To accomplish this goal, the project will utilize the open-source database from Lichess, a popular online chess platform, to gather data on player's games and identify patterns of error. The data will then be processed using machine learning algorithms, such as deep neural networks, to train the AI system to recognize patterns of blunders in a player's game.

Once the AI system is trained, it will be integrated into a user-friendly interface where players can input their games for analysis. The system will then generate personalized training sessions, providing detailed feedback and suggestions on how to improve and avoid future mistakes. The effectiveness of the AI system will be evaluated through a pilot study, in which the performance of chess players who used the system will be compared to those who did not.

Overall, this project aims to revolutionize the way chess players train and improve their game, utilizing the power of AI and machine learning to provide targeted, personalized training sessions.