

LICHESS.ORG ONLINE CHESS GAMES

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IST 719 - INFORMATION VISUALIZATION

WITH THE LAST YEAR AND A HALF DRASTICALLY CHANGING HOW MANY OF US SPEND OUR TIME, MANY PEOPLE TOOK TO ONLINE GAME PLATFORMS LIKE LICHESS, BRINGING ABOUT A BOOM IN CHESS POPULARITY. WITH SO MANY NEW PEOPLE TAKING UP THE GAME, HERE IS A LOOK INTO THE PLAYERS AND GAMES OF JUST ONE OF THE MOST POPULAR CHESS SITES.

AUDIENCE

IF YOU OR SOMEONE YOU KNOW LIKES CHESS, OR IS LOOKING FOR A NEW HOBBY, THIS WILL GIVE A GOOD IDEA OF THE GAME AS IT IS ONLINE. FROM RATINGS, TO MOVES, TO TYPES OF GAMES, THIS DATA WILL SHOW A CHESS FAN HOW ONLINE PLAY IS TAKING OVER THE GAME.

DESCRIPTION OF DATASET

THIS DATASET CONTAINS INFORMATION FROM 20,058 GAMES OF CHESS FROM THE ONLINE CHESS PLATFORM LICHESS.ORG. THE DATASET CONTAINS INFORMATION ABOUT THE PLAYERS, NUMBER OF MOVES, THEORETICAL CHESS OPENINGS, AS WELL AS OTHER GAME INFORMATION. THERE ARE 20,058 ROWS AND 16 COLUMNS IN THIS DATASET. THE DATA WAS PREPROCESSED WHEN OBTAINED.

DATA SOURCE : [HTTP://WWW.KAGGLE.COM/DATASNAEK/CHESS](http://www.kaggle.com/datasnaek/chess)

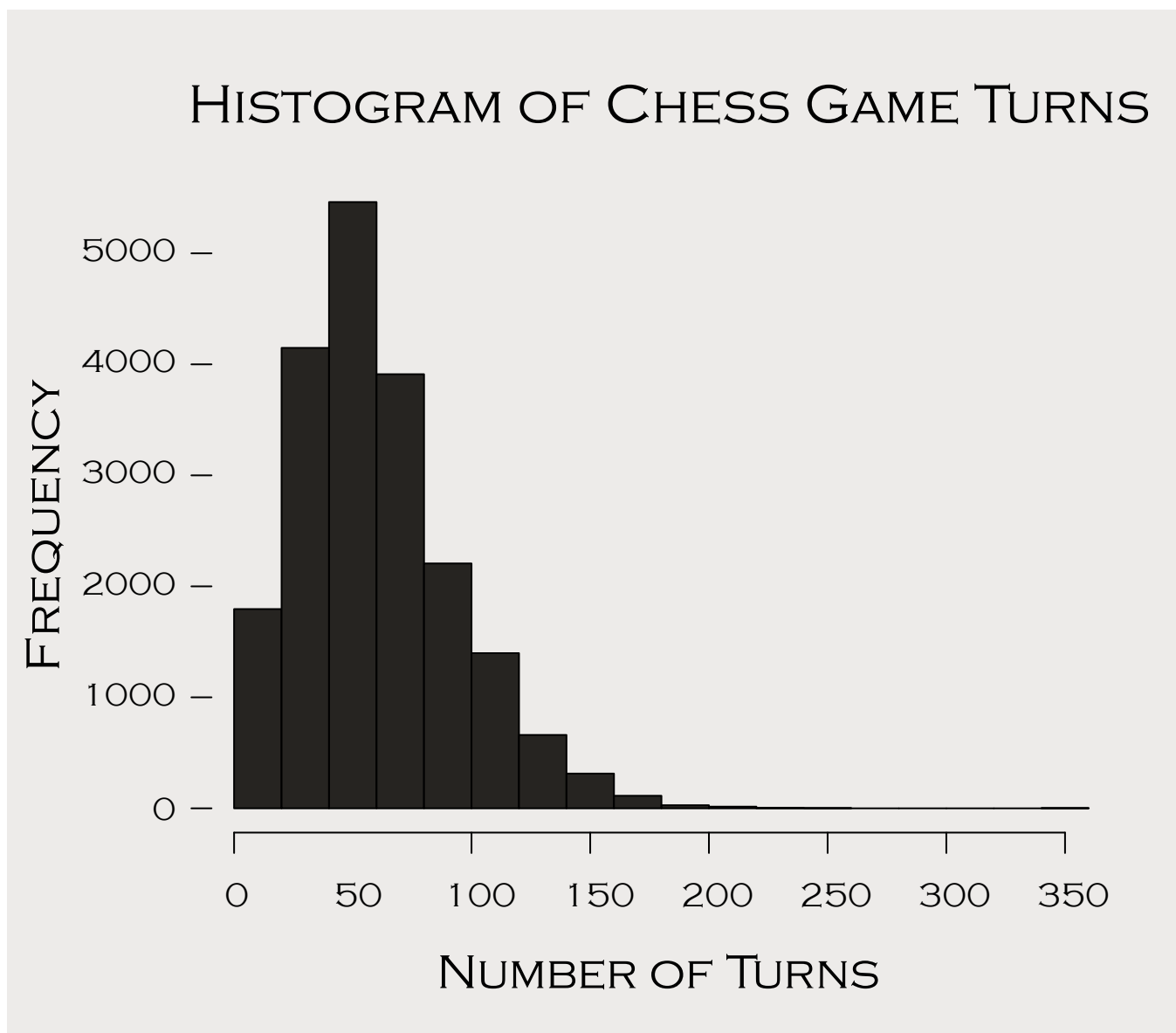
DISTRIBUTION OF PLAYER RATINGS BY PIECE COLOR



THE RATING DISTRIBUTIONS FOR PLAYERS WITH BOTH PIECE COLORS WERE NEARLY IDENTICAL.

DISTRIBUTION OF THE NUMBER OF TURNS PER GAME

BELOW IS A DISTRIBUTION OF THE NUMBER OF TURNS IN A CHESS GAME FROM THE DATASET. THE MEDIAN NUMBER OF MOVES IS 55, WITH THE MINIMUM AT 1 AND MAXIMUM AT 349.

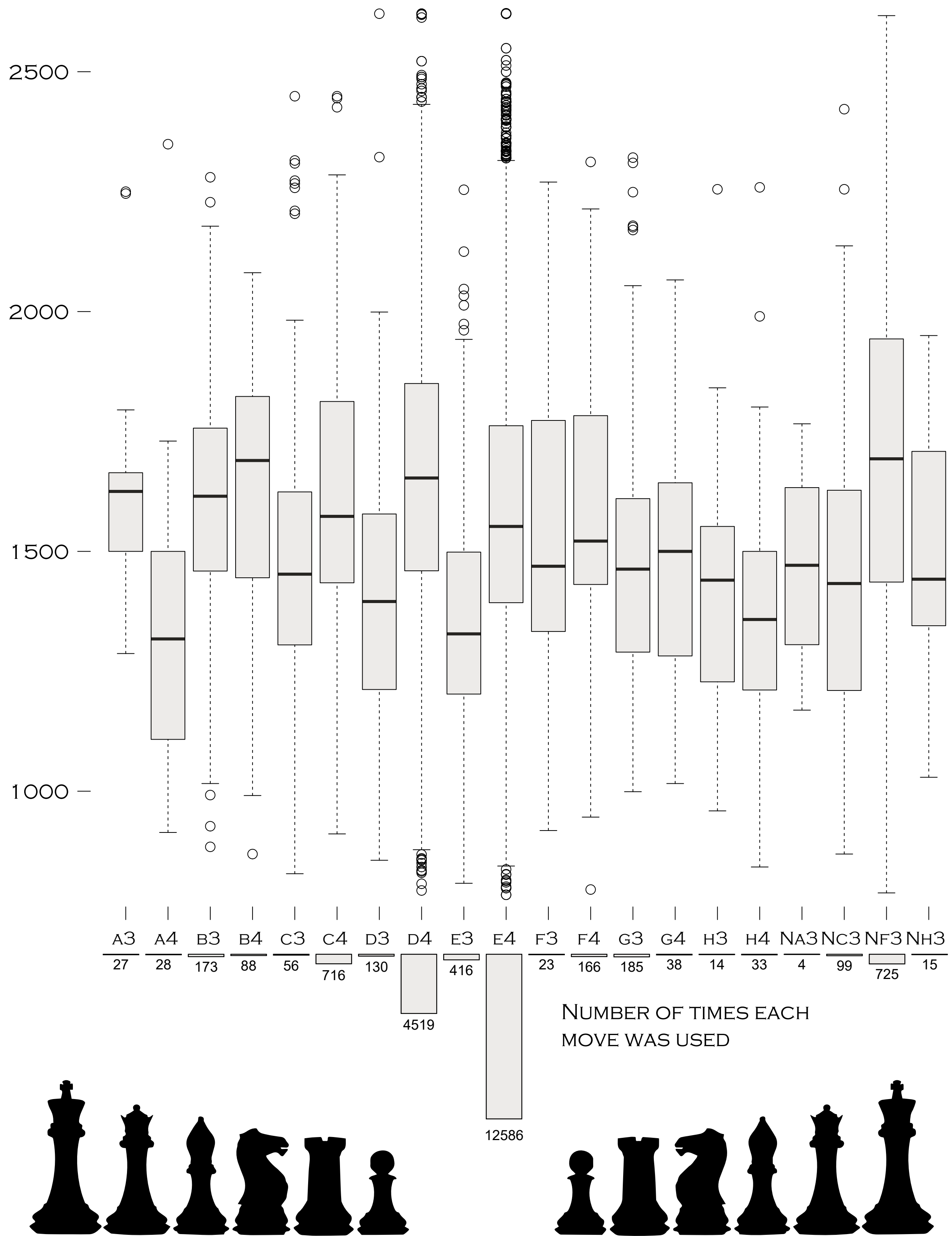


IN CONCLUSION

WHEN PLAYING CHESS, YOUR MOVE CHOICES ARE THE MOST IMPORTANT ASPECT OF THE GAME. THE FIRST MOVE DOES NOT HAVE MUCH OF A CORRELATION WITH THE PLAYER RATING, HOWEVER THERE ARE MOVES THAT ARE MORE POPULAR, SUCH AS D4 AND E4. THE MOST COMMON WAY FOR A GAME TO END IS WHEN ONE PLAYER RESIGNS THE GAME. IF YOU START A GAME ON LICHESS.ORG, YOU ARE MOST LIKELY TO BE PAIRED WITH A PLAYER OF SIMILAR RATING.

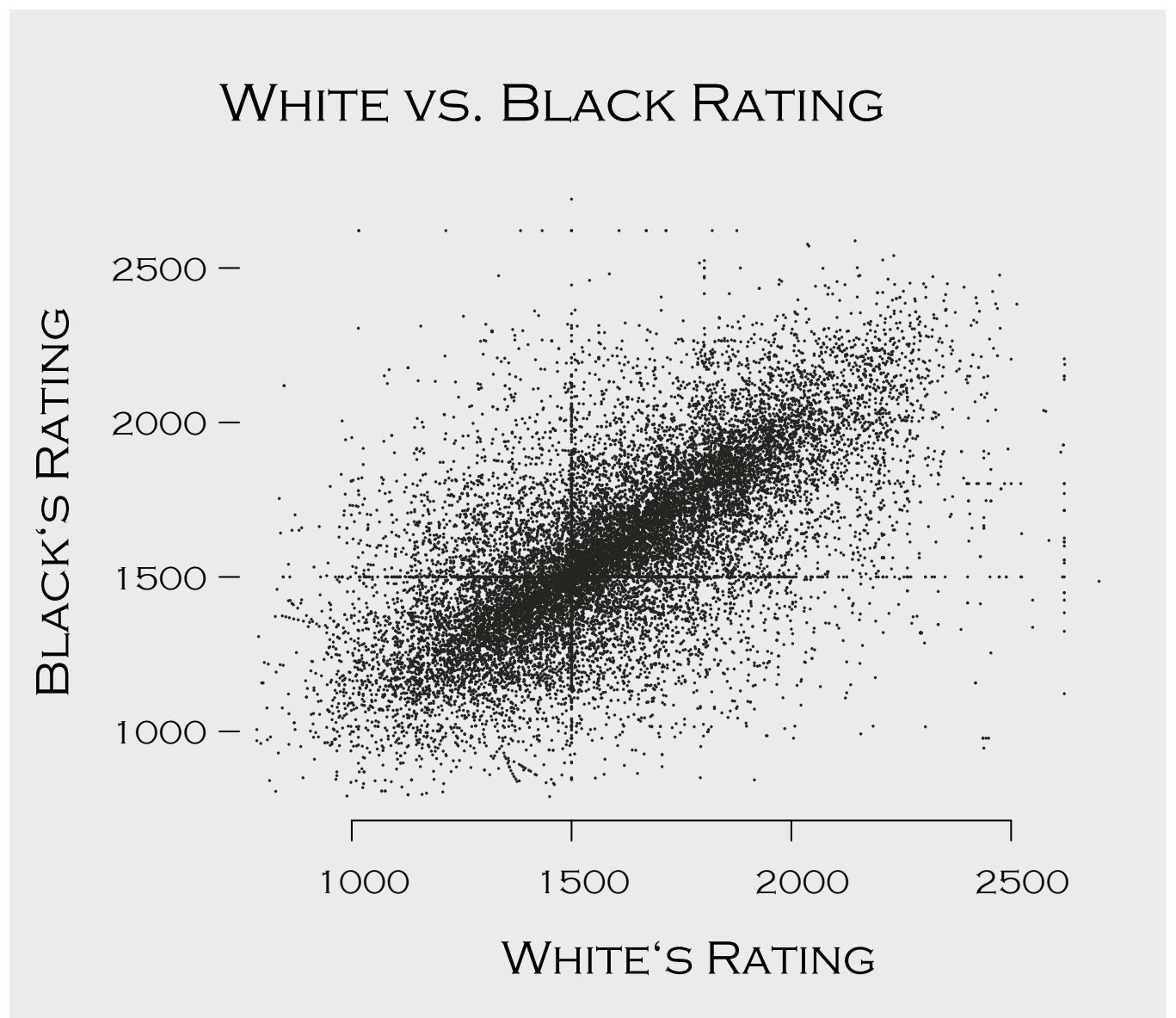
DO YOUR MOVES HAVE ANY RELATION TO YOUR RATING?

DISTRIBUTION OF RATINGS BY POSSIBLE FIRST MOVES



WHAT RATING ARE YOU LIKELY TO BE PAIRED WITH?

MOST PLAYERS ARE PAIRED WITH OTHERS IN A SIMILAR RATING RANGE. THE GROUPINGS OF POINTS AT 1500 ARE DUE TO THE SITE'S AUTOMATIC RATING FOR NEW PLAYERS.



WHAT IS THE MOST COMMON GAME ENDING?

A DRAW IS THE EQUIVALENT OF A TIE, OUT OF TIME IS WHEN A PLAYER USES THE ENTIRETY OF THEIR TIME CONTROL, MATE IS CHECKMATE, AND RESIGN IS WHEN SOMEONE CHOOSES TO END THE GAME.

