

Progress Tracking in a Large Scholastic Chess System

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Theoretical
and Practical
Issues of Chess
Education in Schools

Tsaghkadzor, Armenia 1-2 October, 2016

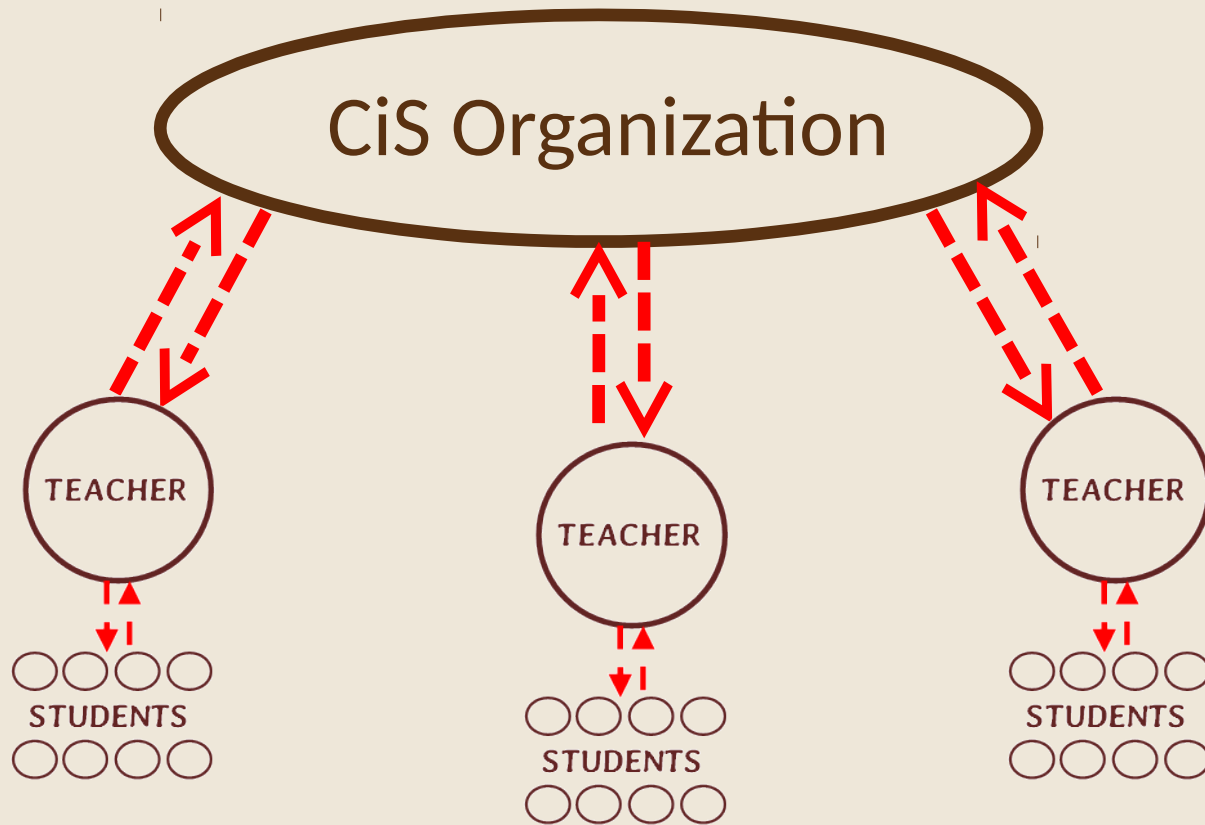






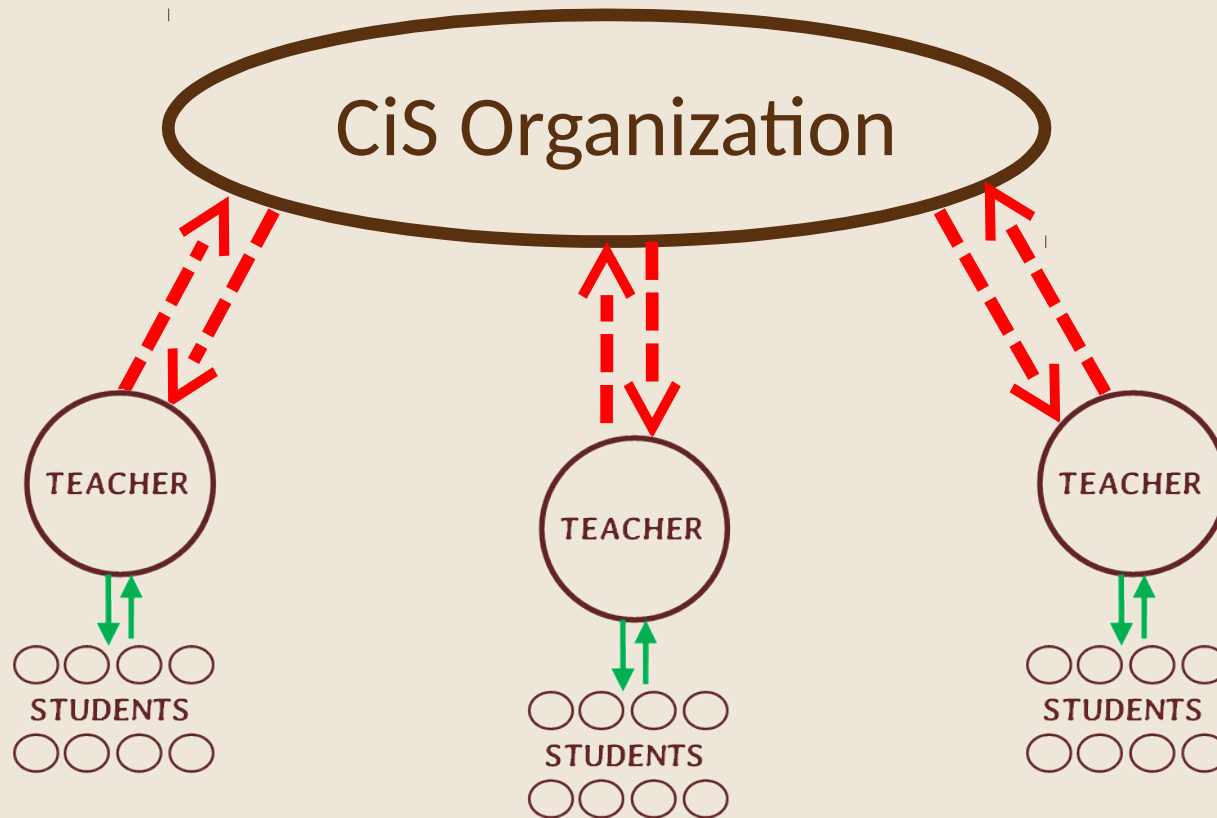
Children Learning Chess

Traditional Systems



-----> slow and limited

Learning Management

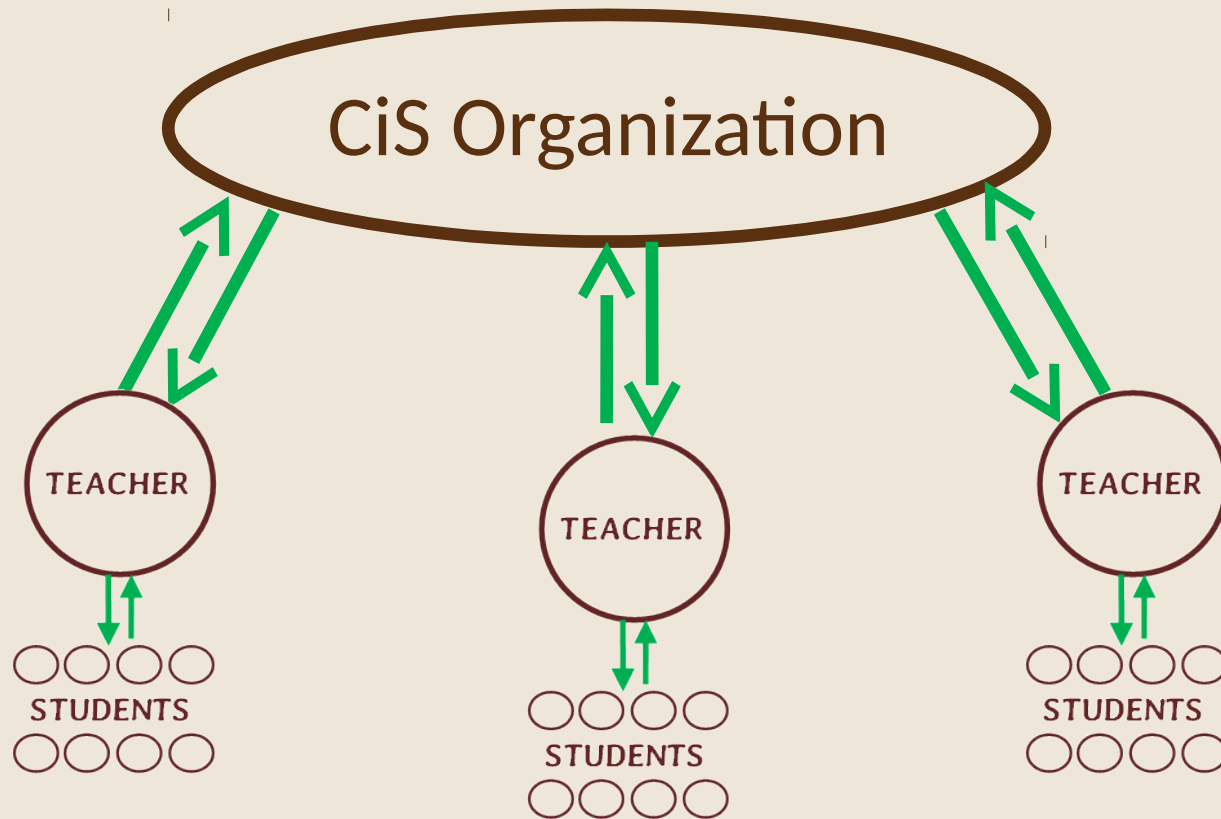


-----> slow and limited

—————> real-time

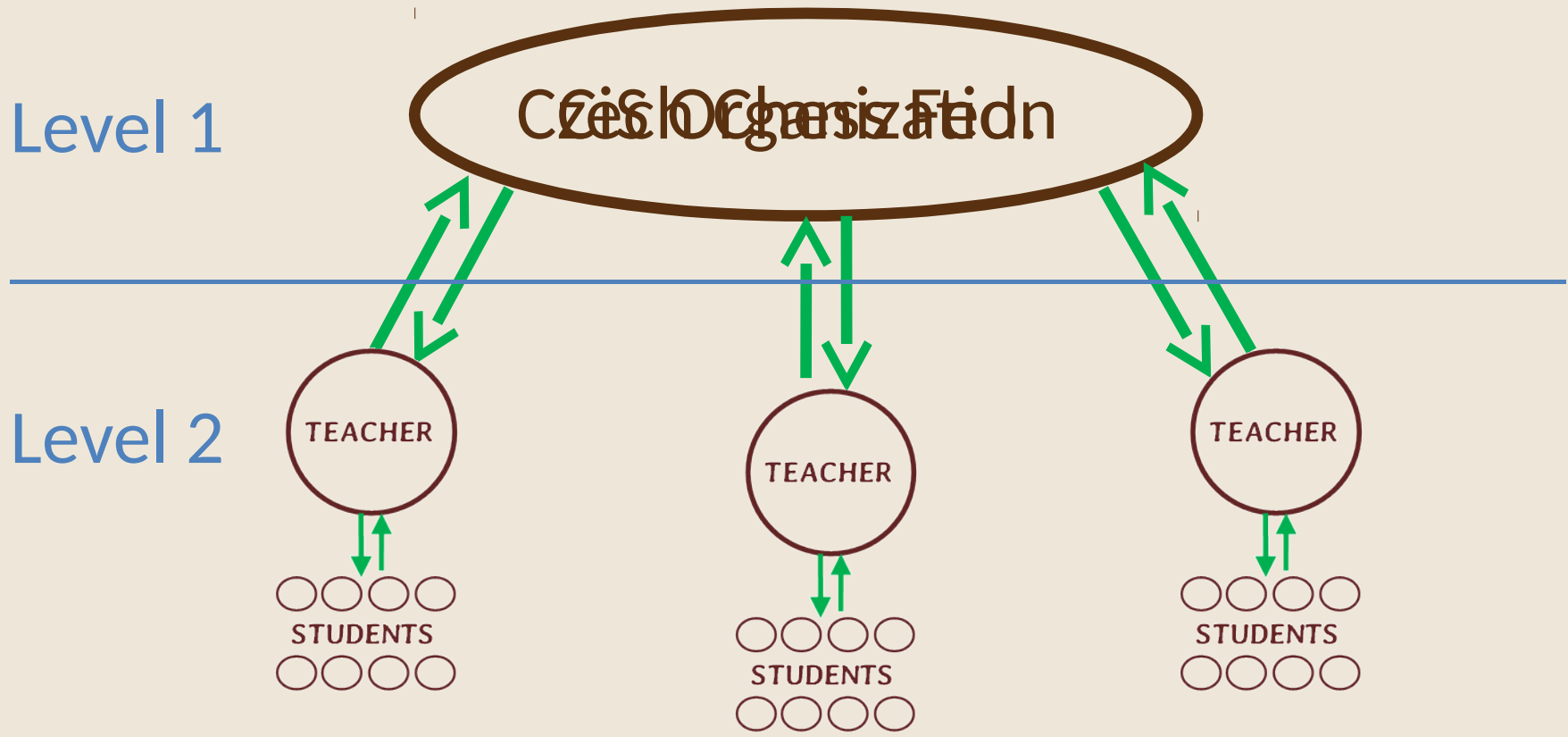


Central Management



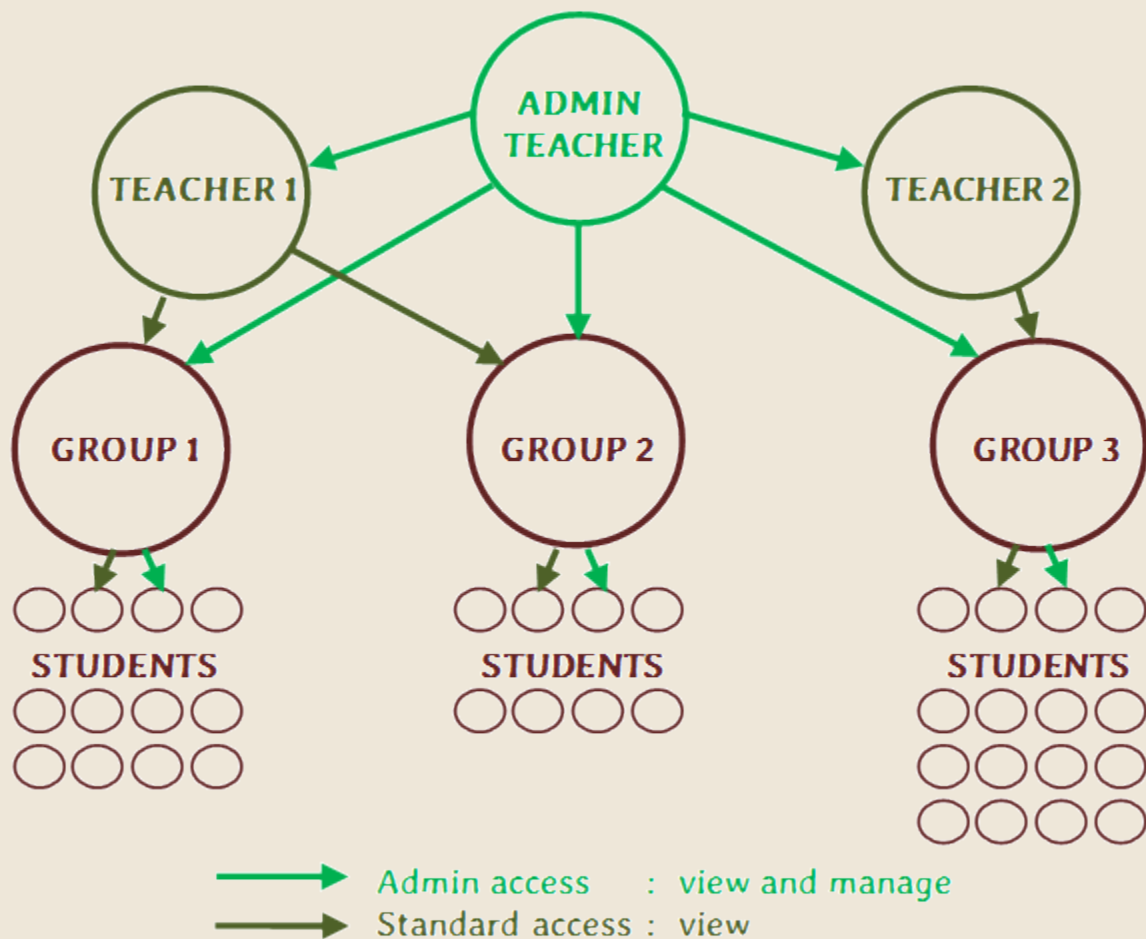
real-time

Czech 600 School Project



real-time

Level 2: Learning Management



Learning Management Overview



Unlock Courses

Language | Hello, Labroom641



Learning Management

Period 6

Add Students

Manage Groups

Licenses

Export Students

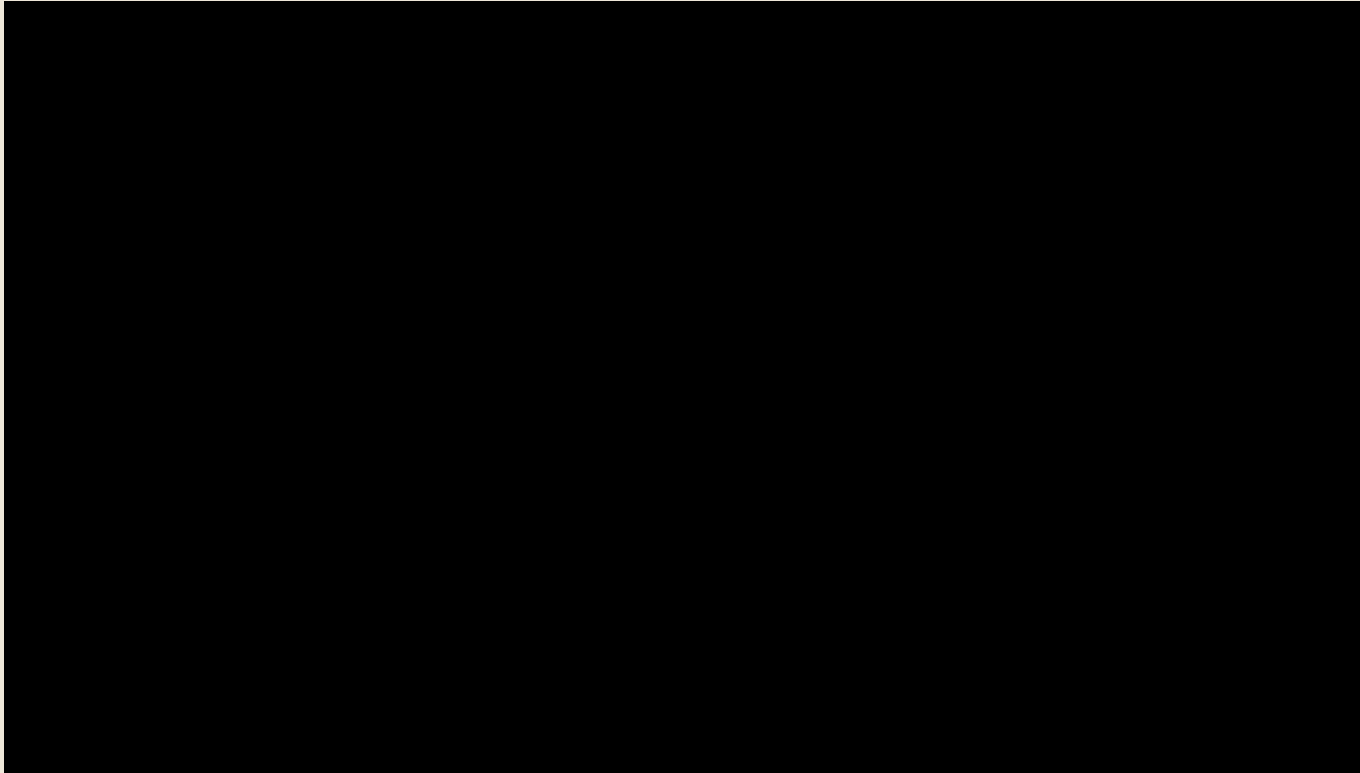
Export this Table



Student	ELO	Level 1	Level 2	Level 3	Last Access	Wrong	Hint	Key	Time	Restart	Games
GiovaniC	1732	98%	98%	82%	31 May 2016	5%	31%	30%	20h 21m	139	0
SeanK	1563	98%	98%	75%	31 May 2016	39%	14%	14%	20h 9m	89	0
PabloL	1669	99%	97%	97%	02 Jun 2016	32%	12%	11%	18h 16m	100	0
LiamB	1731	100%	96%	84%	31 May 2016	37%	5%	4%	17h 10m	176	2
ChristopherJ	1767	98%	100%	100%	08 Jun 2016	52%	6%	6%	16h 37m	178	0
TylerS	1777	100%	98%	95%	31 May 2016	21%	16%	16%	15h 45m	136	0
MaxB	1709	100%	99%	99%	31 May 2016	40%	10%	8%	15h 38m	184	0
LizM	1752	100%	100%	86%	31 May 2016	10%	27%	27%	15h 2m	160	0
AndrewZ	1707	100%	99%	93%	31 May 2016	46%	22%	21%	14h 55m	130	0



Level 1: Central System













... on our blog or at the next conference ...

