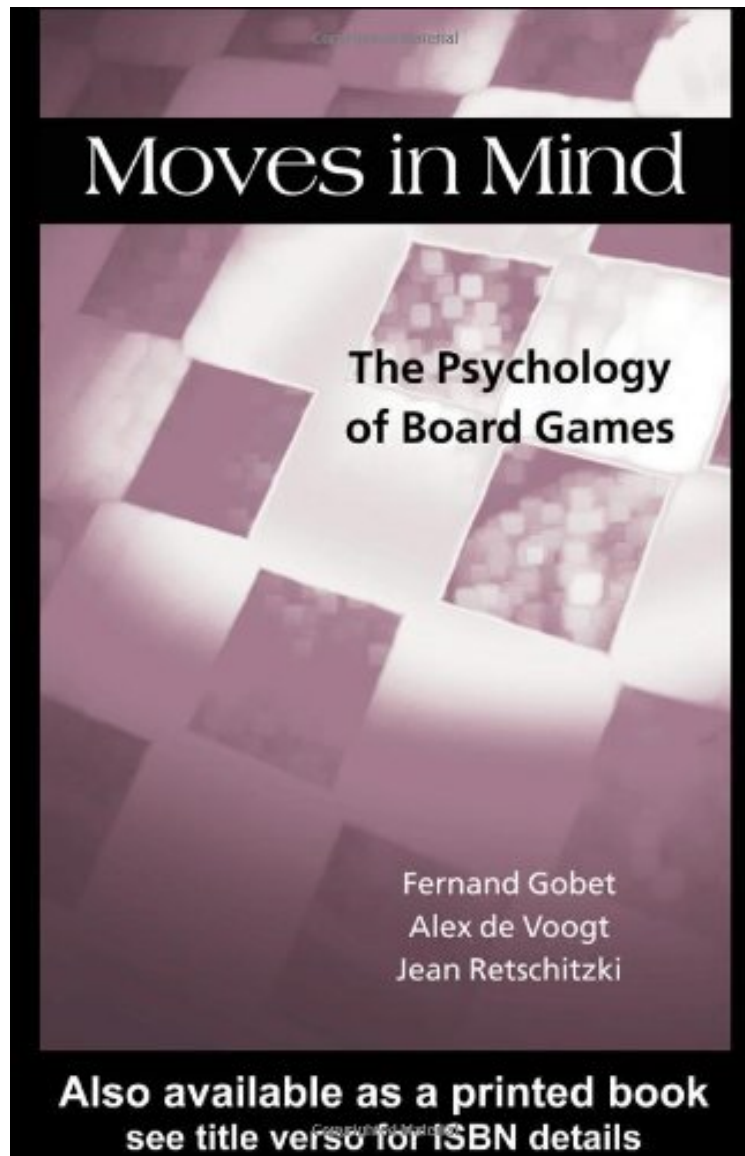


(Library ebook) Moves in Mind: The Psychology of Board Games

## Moves in Mind: The Psychology of Board Games

*Fernand Gobet, Jean Retschitzki, Alex de Voogt*  
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**Fernand Gobet, Jean Retschitzki, Alex de Voogt : Moves in Mind: The Psychology of Board Games** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Moves in Mind: The Psychology of Board Games:

0 of 11 people found the following review helpful. lots to think about here. By Bom Trown there are many things to think about here. the book offers insights in the playing of games. worth buying if you are interested in the psychology of board games. 3 of 3 people found the following review helpful. Good review of cognition in chess, not "the

psychology of board games"By Douglas C. MaynardThe subtitle of the book should be called not "The Psychology of Board Games" but "Cognition in Chess" in that it is focused on a very small subset of board games and only one branch of psychology. The book is a solid and detailed overview of what we know from cognitive psychology research on learning, perception, and memory by studying chess players. There is some smaller amount of research reviewed on other games like go and checkers (as those are not as commonly studied). I would say the focus is 80% chess, 20% other classic abstract strategy games, and 0% on modern board games. The focus seems to be more on what we've learned about how people think and perceive by using strategy games as a medium for study than what we've learned about humans engaged in board game play. Relatedly, there is also a lot more (potentially) to the "psychology of board games" than cognition, especially social psychology and motivation which is neither covered nor alluded to.

Board games have long fascinated as mirrors of intelligence, skill, cunning, and wisdom. While board games have been the topic of many scientific studies, and have been studied for more than a century by psychologists, there was until now no single volume summarizing psychological research into board games. This book, which is the first systematic study of psychology and board games, covers topics such as perception, memory, problem solving and decision making, development, intelligence, emotions, motivation, education, and neuroscience. It also briefly summarizes current research in artificial intelligence aiming at developing computers playing board games, and critically discusses how current theories of expertise fare with board games. Finally, it shows that the information provided by board game research, both data and theories, have a wider relevance for the understanding of human psychology in general.

About the AuthorFerdnand Gobet is Professor of Psychology at Brunel University, West London. He is an International Master of the International Chess Federation and has played for several years with the Swiss national team.Alex de Voogt is at the University of Leiden and Managing Editor of the journal Board Game Studies. Jean Retschitzki is Professor of Psychology at the University of Fribourg. He was elected as President of the Swiss Society of Psychology in 1998