Chessable seeks applicants for Chessable Research Awards 2024 cycle

The online chess learning platform Chessable (part of Chess.com) is seeking undergraduate and graduate students, along with their faculty research sponsors, to apply for the Chessable Research Awards 2024 cycle. Each winning faculty research sponsor gets $500. Each undergraduate student winner gets $500, and each winning graduate student gets $1,000. The deadline for applications is May 15, 2024.

The Chessable Research Awards are an initiative to promote chess research and develop our understanding of how chess can benefit our lives, how we can improve our knowledge of the game, and how we can understand other phenomena, both within and outside of the chess world.

University students from all fields of study, such as cognitive psychology, education, literature, history, computer science, etc., are invited to apply.

Examples of relevant topics include, but are not limited to, how playing chess impacts society or personal development, methods for improving the memorization of chess theory, the gender gap in chess participation, using ideas from chess to solve real-world problems, etc.

For more information about the Chessable Research Awards, visit
https://www.chessable.com/research awards

For more information about the Chessable science team and its initiatives, visit
https://www.chessable.com/science and click on the green banner "View Our Active Scientific Research."

Blog posts by past Chessable Research Awards winners (their names are linked to their blog posts):
Aditya Gupta; Jérôme Genzling; Jordan von Hippel; Michael Martins; Jane Zhang; Adam DeHollander; Sarah Kudron.

Best regards,
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