An Analysis of the Ideologies, Strategies and Applications of Chess and Martial Arts With Respect to Transferable Skills

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Abstract
Chess and martial arts are used to show how to transfer learned skills. Transferable skill is the process by which one uses a learned skill in a different situation. The artifact explains different ways to transfer skills to promote critical thinking. The artifact also shows how to apply the results of attempting to transfer skills to the original skill to enhance understanding of said skill. The artifact defines and describes multiple aspects of chess and martial arts such as tactics, strategy, and thinking. Critical thinking, not results, is the objective of the research.

Recommended Citation

The generalization of chess skill to the domain of mathematics would be an example of far transfer. Far transfer occurs when a set of skills generalizes across domains only loosely related to each other (Thorndike and Woodworth, 1901; Anderson, 1990; Barnett and Ceci, 2002). Substantial research on transfer has strongly suggested that far transfer occurs, but rarely and with minimal effects (Donovan et al., 1999; Gobet, 2016). Do the benefits of chess instruction transfer to academic and cognitive skills? A meta-analysis. Educ. Strong chess play consists of both finding strong play for yourself and identifying and neutralizing strong play for your opponent. At the advanced level, men and women are separated from boys and girls by their ability to think in terms of "prophylaxis." Prophylaxis simply means identifying and addressing potential play from your opponent. Enter their play into your analysis and...