

MATE – Software for testing and training

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Framework

- Software will be composed on the base of CHREST model (Chunk Hierarchy and REtrieval SStructures)
<https://chessprogramming.wikispaces.com/CHREST>
- 3 modules: module with tests assessing chess skills, module testing cognitive competencies, module with training chess and cognitive skills
- The tool for chess teachers/trainers working with students
- Software will propose training path for each child, accordingly to results of tests filled by this child, to plan training
- Software will have 3 sorts of roles: administrator, trainer, teacher

Questions

- How should we prepare the test and training content to be useful in the tool?
- What interaction between the tool and user will be the most useful (3D gaming, VR)?
- What platform (mobile, desktop; stand alone, plug in, ...) should we use?
- How to make the app flexible for teachers / new languages?
- How (and when) should we test usability?