



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Chess							
Course Code		REKB151		Course Level		First Cycle (Bachelor's Degree)			
ECTS Credit	4	Workload	98 (Hours)	Theory	2	Practice	1	Laboratory	0
Objectives of the Course		The aim of this course is to know and apply the basic issues and tactics related to chess in theory and practice.							
Course Content		This course includes the definition of chess, movement of chess pieces, value of pieces, moves, tactics.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration					
Name of Lecturer(s)									

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	Kulaç, O. (2001) Başlangıç Düzeyi Satranç Kaynak Kitabı Türkiye İş Bankası Yayınları İstanbul
2	Kulaç, O. 2009; Orta Düzey Satranç Kaynak Kitabı, Türkiye İş Bankası Yayınları, İstanbul
3	Kasparov, G. 2006; Benim Ustalarım, İş Bankası Yayınları, İstanbul

Week	Weekly Detailed Course Contents	
1	Theoretical	Principles and history of chess
2	Theoretical	The starting position of the stones on the board, the movements of the stones, playing the stones.
3	Theoretical	Chess clock, illegal positions, game end
4	Theoretical	Saving your moves and tying game
5	Theoretical	Fast finish (Guillotine), Scoring
6	Theoretical	The management of the players and the role of the referee, FIDE
7	Theoretical	Sah castle mat, king queen mat
8	Intermediate Exam	midterm
9	Theoretical	Two elephant mat, horse elephant mat
10	Theoretical	Pawn game and the basic principles of the end of the pawn game
11	Theoretical	Seven evaluation principles in chess Openings in chess
12	Theoretical	Strategy and tactics in chess
13	Theoretical	Deferred (Openwork) Games, Fast Chess, Lightning
14	Final Exam	final

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	2	2	56
Lecture - Practice	14	1	2	42
Total Workload (Hours)				98
[Total Workload (Hours) / 25*] = ECTS				4

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	The student knows the rules of the game.
2	Know and apply chess moves and tactics
3	know technical issues
4	develop tactics



5	know assessment in chess
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Programme Outcomes (*Recreation*)

1	Students have comprehensive and systematic information about concepts, principles, theories, facts in disciplines related to Recreation in Recreation field and use and interpret these information in workplace
2	By specialising in certain studies of profession related to Recreation, students carry out planning and control functions in the field.
3	By using the knowledge about Recreation, students fulfil responsibilities in league with other occupational groups
4	Students carry out the recommendation and coordination functions, and plan activities related to Recreation
5	Students behave in accordance with the codes of ethics and laws and regulations related to right and liability of Recreation field.
6	Students analyse by using the known techniques related to Recreation
7	Students fulfil scientific information responsibility related to Recreation and research
8	Students develop positive behaviour and attitude towards healthy life-long sport
9	Students set an example as a model to society and colleagues with their professional identity related to Recreation field
10	Students must communicate written or verbal in some foreign languages

