

Lab/SA/MA: Collaborative Chess

Whether chess is art, sport, or simply a game is an old and ongoing dispute that definitely will not end in near future. It is, however, undisputed that chess has always fascinated people, and will continue doing so for a while. Traditionally, chess allowed two players to compete with each other, in an attempt to measure their strategic abilities. Nowadays that hardly anybody or anything remains disconnected from the Internet, it is natural to wonder whether the fascination of chess might not help to have entire groups of people competing with each other, thereby attempting to assess the “intelligence of the crowd”.



In this project, you will address exactly this problem: How can today’s communication infrastructure help to let groups of people play chess against each other. In the time of social networking platforms, it seems to be a natural choice to take advantage of the already existing user base and interaction capabilities they provide. Your task will thus be to implement a collaborative chess application for Facebook or a similar platform.

You will have to deal with questions such as: How can a group of people collaboratively decide on a next move within a reasonable amount of time, and what infrastructure can help to simplify this decision process? Is it possible that a group of people plays stronger than each of its single members? How can players be attracted to join the game? We are glad to hear your ideas about how a collaborative chess application might look like, and what its exact goals and use cases might be. You are free to organize the battle of the nations, or to challenge Garry Kasparov with a crowd of chess enthusiasts.

Interested? Please contact us for further details!

Requirements: (web-) programming skills, interest in chess

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