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A CHESS FILM REVIEW 'ASK THE PIECES' WRITTEN BY DOROTA WECLAWSKI

'Chess holds its master in its own bonds, shackling the mind and brain so that the inner freedom of the very strongest must suffer,' - Albert Einstein

Abstract: In this article, the topic: "The didactic-methodical interactive discussion between chess-teacher and chess-pupil" presented by exchange and communication based on a very important way of thinking loudly and trying to talk to oneself and to the own chess pieces. This way of loudly thinking should help to find very good ideas and improve faster the own way of playing chess. The film-dvd-rom 'Ask the pieces' by Stefan Becker and Karsten Müller shows how important it is during the chess training to develop own ideas and find own solutions to the chess problems at the chess-board. It is also an instruction for many pupils and teachers in the methods of chess coaching shown by a few selected masterpieces.

Key words: chess pieces, strengths and weaknesses, international cultural phenomenon, communication, intercultural learning and development of education.

The German chess instructors GM Dr. Karsten Müller (The voice of the chess pieces) and experienced club and school chess coach Stefan Becker (The chess moves calculator) introduce their ChessBase-dvd-rom by opening an interactive discussion with chess playing teachers. Furthermore, the moderators want to motivate and inspire the learner to improve his/her chess know-how with reference to the dynamic development force of the pieces in the royal game.

The chess-dvd-rom is divided into many short and interesting videoclips which are connected to the database and in which the authors analyze classical and contemporary masterpieces focused on middle- and endgames. Additionally, the analyses are perfectly connected to the Fritztrainer-program with chess notation above and the move hints are clearly illustrated on the chessboard as green arrows which are added by the commentators during the chess game show. Moreover, the individual units show the structured knowledge according to the potential effectiveness of the different chess pieces and demonstrate their strengths and weaknesses in the thinking processes including strategy and tactics.

The audio-visual and interactive communication created by Karsten Müller and Stefan Becker in the work 'Ask the Pieces' between the chess player and the pieces is a brilliant idea.

Asking the different chess pieces for own plans, decisions and taking actions followed by caused responsibility, instead of looking for them in the stars, is a very rational process. Even so the sectors of chess pieces are divided into small microcosms joined together to a macrocosm of a chess game, the true fighting of minds to claim space and power takes place in his/her own head and not in the universe like in the movie 'Star Wars'. During the psychological processes the dynamical effects of the pieces help the individual chess player to develop more his own creativity.

The quotation from World Champion Garry Kasparov's book 'How Life Imitates Chess' shows the political-social background and builds a kind of introduction to explain better the topic

of the following chess film review:

"We know computers calculate better than we do, so where does our success come from? The answer is synthesis, the ability to combine creativity and calculation, art and science, into a whole that is much greater than the sum of its parts. Chess is a unique cognitive nexus, a place where art and science come together in the human mind and are then refined and improved by experience."

The meaning of chess is shown as the cultural phenomenon to emphasize the interdisciplinary action of the transcultural process analysis.

Firstly, seen from the cultural-anthropological point of view by asking the chess pieces for their feelings and critical opinion, this kind of polyphony creates so called *space between* in which develops the tension between the speaker and active listener and causes common social interaction for chess player's reflection to rethink the original ideas and to take better decisions for the future.

Secondly, seen from the political point of view this democratic idea of the dialogue with the chess pieces delivers a new idea of action. In this case the *dehierarchization* causes the cancelling of the systems and leads to the democracy of the voice. In other words, this interconnection leads to post-modern structuralism in which the hybridization allows the placement of the pieces in the different chess situations and changes the perspective. To see it here from the scientific point of view Einstein would have been happy if he had seen the transfer of his theory of reality developed to show the meaning related to the position of the observation.

Another aspect of growing chess imagination is shown in the dialogue as the medial bridge for the imagined communication - a kind of 'magic room'- which opens a new critical point of active partners as well as it expresses new and alternative visions. So, the chessboard not only becomes the setting for chess battle, but in the sense of an international cultural phenomenon it establishes itself as a cosmopolitan meeting-point for better communication and understanding. The movement provides the sense of intercultural learning which must not be missing in our time shaped by the development of education in a globalized world. The speaking role of the pieces shows typical local problems and the chess board becomes the 'dynamically changing location' for an increasingly faster transfer of information via medial technology in the globalized world. This result of this mixture of the role and dynamic function in the social role lead us to a form of glocalization. The best example to mention here is the famous Chinese proverb: 'Think globally, and act locally'. The construction of medial bridges for different dimensions of intercontinental dialogue is the core of all, reached by a get together of communication growing and developing chess work.

In conclusion, although it is difficult to reach the suspense of the rising action compared to the thriller 'Knight Moves' or to reach the sophistication compared to 'The King's Speech' the performance of chess analysis in this movie 'Ask the Pieces' is largely convincing. It is not easy to bring order into chaos of so many various voices of pieces and follow the rule from simple to complex task. Summing up it can be said that the mission to bring across the message of an important scientific aim based on methodical and structural chess coaching is in the multimedia work primarily and secondarily completed.

So, if you would like to learn and teach better chess 'Ask the Pieces'!

Last but not least, even so the knight tells you a different story from a bishop and the queen's behavior is maybe different in the middlegame in comparison to the rook in the endgame, go your own way and try to allow you to be inspired by communicating with the pieces for more interesting teaching practice lessons and for a better interaction in the learning progress with chess students.

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