

# Chess in Education

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## Minor

### 18 Credit Hours

*This program is offered by the School of Education/Department of Teacher Education and is only available at the St. Louis main campus.*

For information on the general requirements for a minor, see Minor under the Academic Policies and Information section of this catalog.

### Program Description

The Chess in Education minor degree provides students with an opportunity to academically learn the historical socio-cultural, psychological, technological, and strategical significance of the 1,500-year-old game while improving their chess abilities. Chess in Education focuses on learning transversal competencies that apply beyond the chessboard. Students interested in the Chess in Education program will deepen their understanding of Chess through a global perspective, its role as an educational tool, and the game's theoretical framework.

### Learning Outcomes

A student who completes the Chess in Education minor degree will be able to:

- Identify the significance of Chess through a globalized context.
- Explain the transversal competencies of Chess and their use beyond the game.
- Demonstrate the basic theoretical principles of Chess.
- Differentiate educational and competitive Chess.
- Compose a professional and academic portfolio.

### Required Courses

#### Core Courses

- EDEX 3010 Introduction to Chess in Education (3 hours)
- EDEX 3015 Chess Through History (3 hours)
- EDEX 3020 Psychology of Chess (3 hours)
- EDEX 3025 Chess Strategy: War, Business and Chess (3 hours)
- EDEX 3030 Chess and Artificial Intelligence (3 hours)

#### Elective Courses

#### Chess Labs

- EDEX 3001 Chess for Beginners (1 hour)
- EDEX 3002 Chess Beyond the Basics (1 hour)
- EDEX 3003 Chess Theory and Practice (1 hour)
- EDEX 3004 Advanced Chess Skills (1 hour)
- EDEX 3005 Chess Engine Analysis (1 hour)
- EDEX 3040 Service Learning Project: Community Chess (1-3 hours)