Computer and Internet Chess Committee
MINUTES
17 November 2008

Chairman: Mr. Quintana (MEX)

Present: W. Kastner (AUT), A. Kostyev (RUS), M.Levitt (RSA), G. Altanoch (MNG), M. Petersen (USA)

REPORT:

Budget for the Computer and Internet Chess Committee

Mr Kastner points out the need for a budget assigned to this committee in order to pursue its objectives more effectively.

Scholarships provided for universities in the US

Mr Peterson informs about the possibility of funding university education for students with high-chess performance. Interested federations may contact him directly.

International Center of Chess Education

Mr Kostyev informs about ICCE in Moscow and its interest of collaboration via internet with institutions, educators and trainers worldwide. Interested federations may obtain information via www.moscowchessopen.ru

Chesscube

Mr Levit presents Chesscube as a software company mainly interested in the development of chess-related applications. Among other applications Chesscube provides software for Training, E-Learning, Video. Federations may be interested in a free-pilot toe evaluate whether the software for federation managements is suitable fortheir needs.

Chess.com

Mr Peterson presents chess.com as a platform capable to provide tournaments online and a wide range of services useful for federations. The platform hosts more than 300K users.
Telechess

About the possibility of playing official chess games using the internet, it has been proposed to allow official matches to be played using internet with FIDE arbiters in both sides of the match. The arbiters should control that the games are played without aid. The arbiters committee should evaluate the feasibility of this proposal.

A second possibility is to allow matches without supervision and evaluate if a player has been cheating when a certain rating level is reached (2100). All the tournaments should be amateur and the analysis and personal verification can be made only when the rating level has been achieved.

Web 2.0

It is noted that some social network applications as Facebook, Twitter, Hi5, etc are useful in order to promote the marketing of chess worldwide.

Keeping data in FIDE website

Mr Kastner points out that many results of official events are not kept in FIDE website, particularly when they have been hosted in the website of the event itself. A policy to keep the tournament results should be implemented.

Improvement of interaction between members

There are several members of the committee who have been not present in the last three meetings. They should inform whether they are still interested in collaborate within the committee.

OCR and Voice-Recognition technologies

It is discussed the use of technologies as Optical Character Recognition for chess score-sheets and Voice recognition for chess move recording. It is agreed that software companies interested in the development of this technologies may provide an important contribution to Chess development. FIDE must promote the communication with related enterprises.

Professional proposals

Mr Peterson explains that FIDE may reach better collaboration with software and telecommunication companies by preparing documents such as RFI (Request of Information) and RFP (Request for Proposal) for concrete innovation initiatives. He is willing to produce those documents himself.

In Chair

Dr. Marcos Quintana