



PSYCHOLOGICAL FEATURES OF THE STRUCTURE OF THINKING OF QUALIFIED CHESS PLAYERS

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Annotation

This article examines and analyzes the structure of the logical thinking of skilled chess players, describes in detail and highlights its four interrelated components: reflexive, meaningful, motivational, operational-functional.

Keywords: chess, skilled chess players, structure of thinking, psychological features.

Introduction

In recent years, Uzbek chess players have achieved significant success, taking first places in the World Championships, World Chess Olympiads, thus ensuring and maintaining the authority of our state in the international arena [1]. Therefore, quite naturally, there is an interest in the problems of theory and methods of their preparation, which in turn determines the relevance and prospects for studying the psychological factors that have a decisive influence on the effectiveness of the competitive activity of chess players [2].

A number of scientific studies [3, 4, 5] note that the structure of the logical thinking of chess players consists of four interrelated components - motivational, content, operational-functional and reflexive, which mediate the mental and practical acts of the athlete's activity.

The development of the logical thinking of young chess players, according to some researchers [6, 7], is more influenced not by external, but by internal motives, since only in this case, the learning activity itself directly satisfies the internal cognitive need and is an end in itself for a chess player, and not a tool for achieving other goals [8, 9]. Cognitive need is the most specific motivational formation of the mental sphere of activity, and it is it that determines the motivational-target component of logical thinking. This is experimentally confirmed in the works of researchers on the classification of cognitive needs of chess players [10].

The second component of the structure of chess players' logical thinking - the content component - reflects the results of active educational and cognitive activity and is characterized by the volume, width, depth and consistency of educational and professional knowledge, combined with various practical skills. Thanks to this, a qualified chess player is able to apply a wide range of techniques, methods and various approaches to solving problems and tasks that arise in the process of training, competition or daily activities [10, 11]. Based on the above, the following sources of knowledge are distinguished in the structure of the content component:

1) Technological - Information base of technology for organizing and building an active process (technology for building a game strategy in a tournament, a separate game);



2) Methodological - a complex of awareness of the general laws and patterns of studying various phenomena in the process of activity, a set of global and local principles that determine the direction of the entire game (for example, the theory of positional play by V. Steinitz, or its individual stages, or the principles of capturing the center by pawns or a quick centralized development of pieces at the beginning of the game);

3) Theoretical - knowledge of goals, principles, methods, means and various forms of actions aimed at obtaining specific results in the process of activity (theoretical preparation of playing the opening, that is, the initial stage of the game, knowledge of "exact" positions in the endgame - the final stage);

4) Methodical - mastering the basics of different methods for organizing the management of purposeful activities (knowledge of the methods of playing in typical positions of "hanging" pawns in the center or an isolated pawn in the center) [12, 13].

The operational-functional component of logical thinking consists of a complex of techniques, methods and operations that help in the process of activity to realize the goals and objectives set by the chess player. Three components of the operational-functional component, identified by E. V. Zaika, are an important basis for any thought process:

1) A high level of formation of elementary ("tiniest") mental operations: analysis, synthesis, comparison, highlighting the essential;

2) A high level of activity, emancipation and pluralistic thinking, manifested in the production of a large number of hypotheses, guidance on a polyvariant outcome, a tendency to non-standard solutions and a flexible transition from one idea to another;

3) A high level of organization and purposefulness of thinking, manifested in a clear focus on highlighting the essential, the use of generalized analysis schemes, awareness of one's own ways of thinking and control over it.

The operational-functional component is implemented during the game in the form of a single next move, which is the result of the player's logical thinking. It is an integral part of the playing skills of a qualified chess player; it is a skillful combination in practice of a body of knowledge and specific techniques of chess activity, including: highlighting the information side of various game processes, an objective structural assessment of a position, choosing a long-term and current game plan, separating a large task into small ones (the method of successive refinement), the construction of a new unsolved problem to the previously studied ones (a complex of typical mettlegame positions, exact endgame positions), construction of a variation calculation tree, anticipation and prevention of opponent's counterplay.

The reflexive component of the structure of logical thinking in the awareness, control and regulation of mental activity, in the subject content of the problem situation that is obvious to the subject and in building an adequate active perspective for the next search. "The emergence and functioning of the processes of intellectual reflection, which are formed in the ability to consciously control one's own thinking process, which contains four stages, starting from the emergence of a need for a more efficient organization of one's mental activity through reflective regulation, critical understanding of the



available data to enriching the subject of reflection by substantiating conceptual structures higher order of generalization” [14].

During the game, a chess player needs to constantly comprehend and analyze the factors that caused the success or failure of the chosen variant, find the most accurate rational ways to achieve the set goals, understand the opponent's motives, and analyze his creativity. The developed reflexive component of a highly qualified chess player is manifested in the formation of various chess images and is associated with the discovery and implementation of the principles for achieving the set task and the personal involvement of the subject in the thought process. “The fact of reflection means that the activity of human consciousness is not limited to the creation of models, in which not only an image of reality arises, but also one’s own opinion about the created image, critical reflection and evaluation of newly created models in the imagination. Thus, the immanent property of reflecting both the objective world and one’s own vision of this world characterizes the reflective ability of a person” [15, 16].

Mental activity, operating with an integral structural vision of the properties of a chess position in dynamics, is based on reflection and occupies a decisive place in the chess thinking of highly qualified masters. When searching for ideas, they do not operate with code methods, they do not think within individual moves-operations, but work with much more complex semantic configurations, with integral units of thinking.

In the process of professional activity, the following levels of reflection of chess players are distinguished:

- 1) Analysis of the significance of motivation for gaming and sports activities;
- 2) A critical approach to the choice of goals;
- 3) Evaluation of predicted results;
- 4) Knowledge of algorithms for evaluating one's activity and its individual components.

Conclusion

Thus, the article analyzes and considers in detail four interrelated components of the structure of the logical thinking of chess players: motivational-targeted, meaningful, operational-functional and reflexive, which ensures the high efficiency of their competitive activity.

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