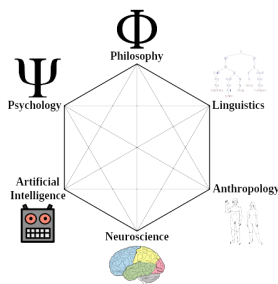


[Home](#) * [Knowledge](#) * **Cognition**



Fields of cognitive science ^[3]

Cognition,

the [mental](#) process of knowing, including [attention](#), [remembering](#), [reasoning](#), [understanding](#), [intuition](#), [awareness](#), and [perception](#).

Cognition is studied in [cognitive science](#) and various disciplines such as [linguistics](#), [neuroscience](#), [psychology](#), [philosophy](#), [anthropology](#) and [artificial intelligence](#) ^[1]. [Cognitive psychology](#), coined by [Ulric Neisser](#) in 1967 ^[2], is the study of how people or [intelligent agents](#) perceive, [recall](#), [learn](#), [think](#), [speak](#), and [solve problems](#).

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Cognition in Chess

In 1946, [Adriaan de Groot](#) conducted a number of ground-breaking experiments in the cognitive processes that occur in the brains of strong chess players, and defined four stages of the thought process. [Perception](#) in Chess was researched by [Herbert Simon](#), [William Chase](#), [Ivan Bratko](#), [Peter Tancig](#), [Simona Tancig](#), [Fernand Gobet](#), [Peter Jansen](#) and others, related to chess and computer chess, and how computer chess programmers may adopt techniques from human [thought](#) processes.

Perception

- [Chess experiments](#) by [Ivan Bratko](#), [Peter Tancig](#) and [Simona Tancig](#)
- [Chess experiments](#) by [Pertti Saariluoma](#)
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- [Eye Movements](#)
- [Perception](#) by [William Chase](#) and [Herbert Simon](#)
- [Perception - Video](#) by [Daniel Simons](#) and [Christopher Chabris](#) featuring [Patrick Wolff](#)
- [WCCC 1986 Video](#) with [Adriaan de Groot](#), experiments by [Dieter Steinwender](#) and [Frederic Friedel](#) featuring [András Adorján](#) et al.

Programs

- [CHUMP](#)
- [MAPP](#)
- [Perceiver](#)

See also

- [Artificial Intelligence](#)
- [CHREST](#)
- [Chunking](#)
- [Computers, Chess, and Cognition](#)
- [EPAM](#)
- [Learning](#)
- [Memory](#)
- [Neural Networks](#)
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