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Pertti Saariluoma [\[1\]](#)

Pertti Saariluoma,
a Finnish [psychologist](#), professor of [cognitive science](#) at Department of Computer Science and Information Systems, [University of Jyväskylä](#), and [FIDE Master](#) in chess. He received his Ph.D. on human problem solving and expertise from [University of Turku](#) in 1984, in 1985-1986 he was visiting researcher at [Carnegie Mellon University](#), where he worked with [Herbert Simon](#). His research interest includes [psychology](#) and [cognition](#) in [chess](#).

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Chess Experiments

Pertti Saariluoma conducted a series of experiments which suggest that [grandmasters](#) are much quicker than novices in certain low-level perceptual processes. In the first of these experiments, a [king](#) of one [color](#) was placed on the [chessboard](#), along with a [piece](#) of the other color. The subject had to state whether the king was in [check](#) or not. The average latencies were as follows: novices: 1550 ms, class players: 1250 ms, experts: 900 ms, grandmasters: 650 ms. The results indicated that skill is inversely proportional to the reaction time ^{[2] [3]}.

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Selected Publications

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1980 ...

- [Pertti Saariluoma](#) (1980). *Chess players' strategies for the direction of the mind*. [Joensuu University](#), Department of Education's publications and press releases
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- [Pertti Saariluoma chess games - 365Chess.com](#)

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2. [^] [A brief survey of psychological studies of chess](#) Copyright © 2001 Mark Jeays
3. [^] [Pertti Saariluoma](#) (1995). *Chess players' thinking*. [Routledge](#)
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5. [^] [Pertti Saariluoma homepage](#)
6. [^] [Fernand Gobet](#) (2007). *Chunk hierarchies and retrieval structures: Comments on Saariluoma and Laine*. *Scandinavian Journal of Psychology*, 42. [pdf](#)

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