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### **Teaching chess to university students using digital applications**

The individual indicators of cognitive processes in students of the main and special educational departments when learning to play chess using digital applications are analyzed. The analysis of modern chess digital applications is carried out, a questionnaire is carried out. A proof-reading test of the “Shulte Table” was performed to determine the effectiveness of work, the degree of workability, and mental stability. The level of students' knowledge about digital chess platforms, the level of chess playing skills and their interest in practicing this type are revealed. It is shown that chess classes for students of different academic departments provide an opportunity to achieve the competencies of educational programs and their indicators, improve cognitive abilities and form the orientation of students towards chess education.

**Key words:** Chess, digital applications, learning, students, work efficiency, mental resilience.

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