

Supplementary

Cofigation of possible combination of information - examples

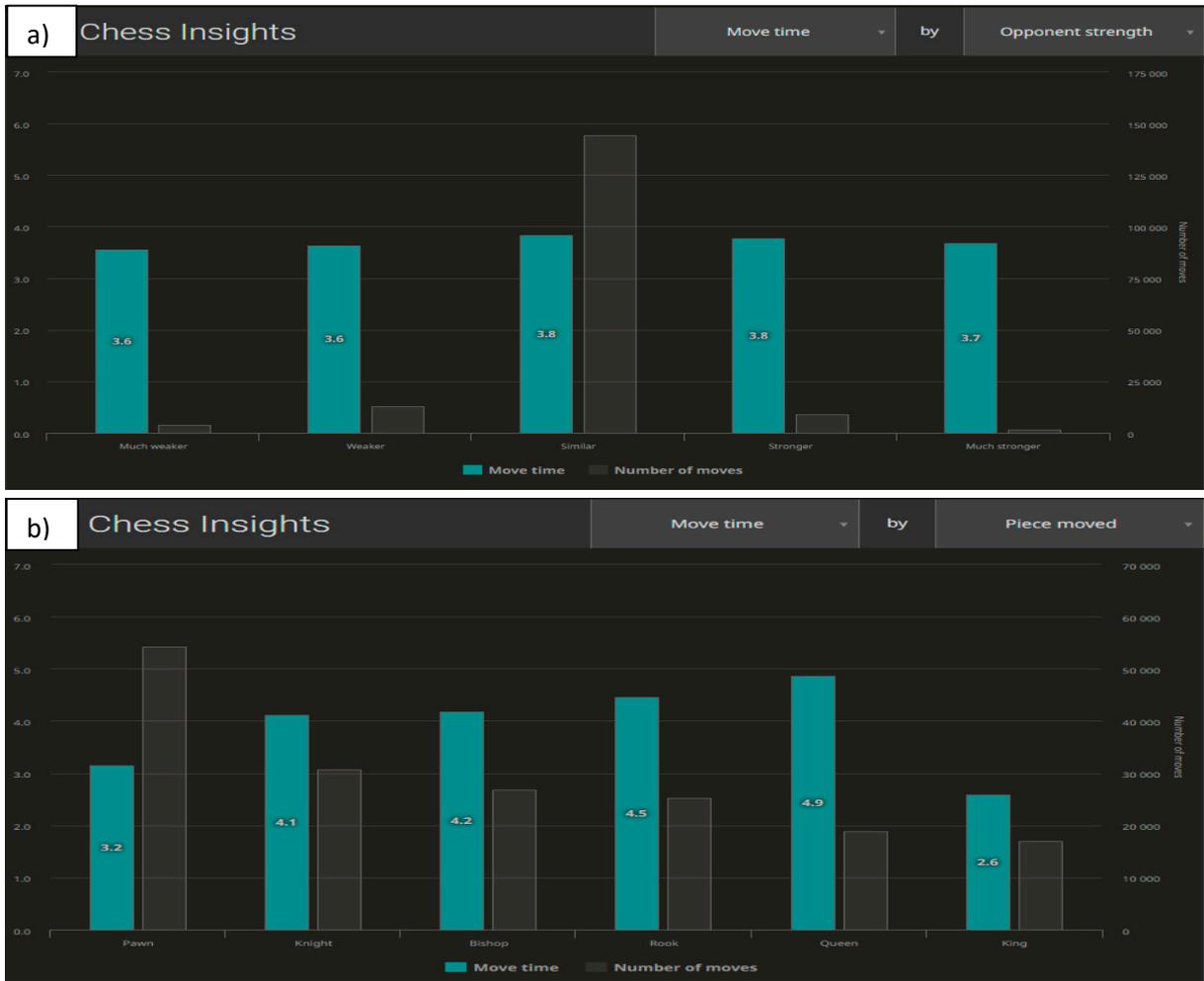


Figure S1. Correlation of the time spent per move taking into account the strength of the opponents - a) and the average time spent making a move with an individual piece - b). Source: lichess.org



Figure S2. Statistics concerning the number of moves in each time slot. Source: lichess.org

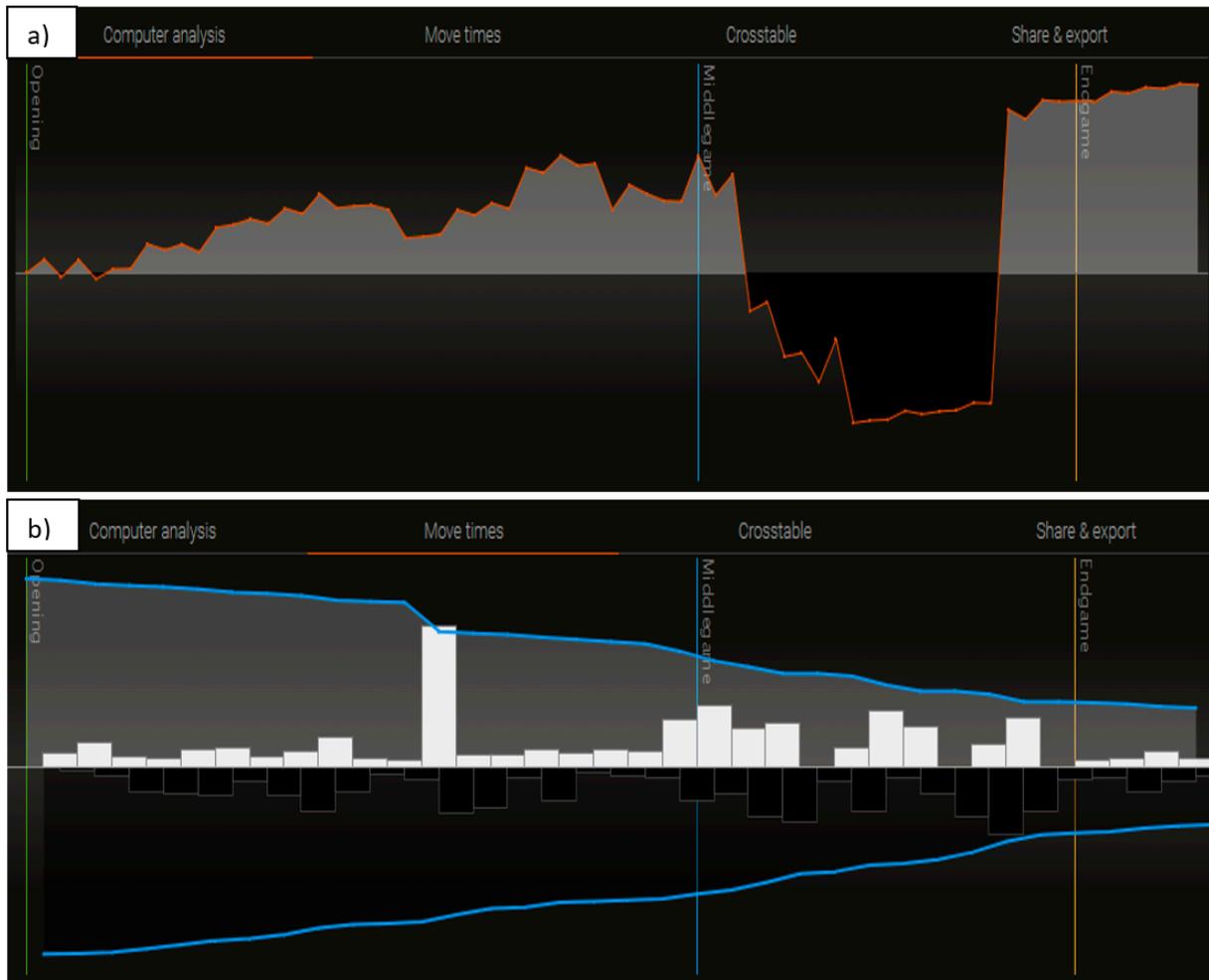


Figure S3. The analysis of a single game using the chess engine - a) and the statistical analysis that takes into account the time spent per move - b). Source: lichess.org



Figure S4. Evaluation of the quality of the decisions made, with regard to the average time per move - a), and evaluation of the chances of winning in relation to the time spent per move - b). Source: lichess.org



Figure S5. Correlation of time pressure and accuracy of decision making (against chess engine evaluation) - a) and overview showing accuracy with time pressure taken into account - b). Source: lichess.org

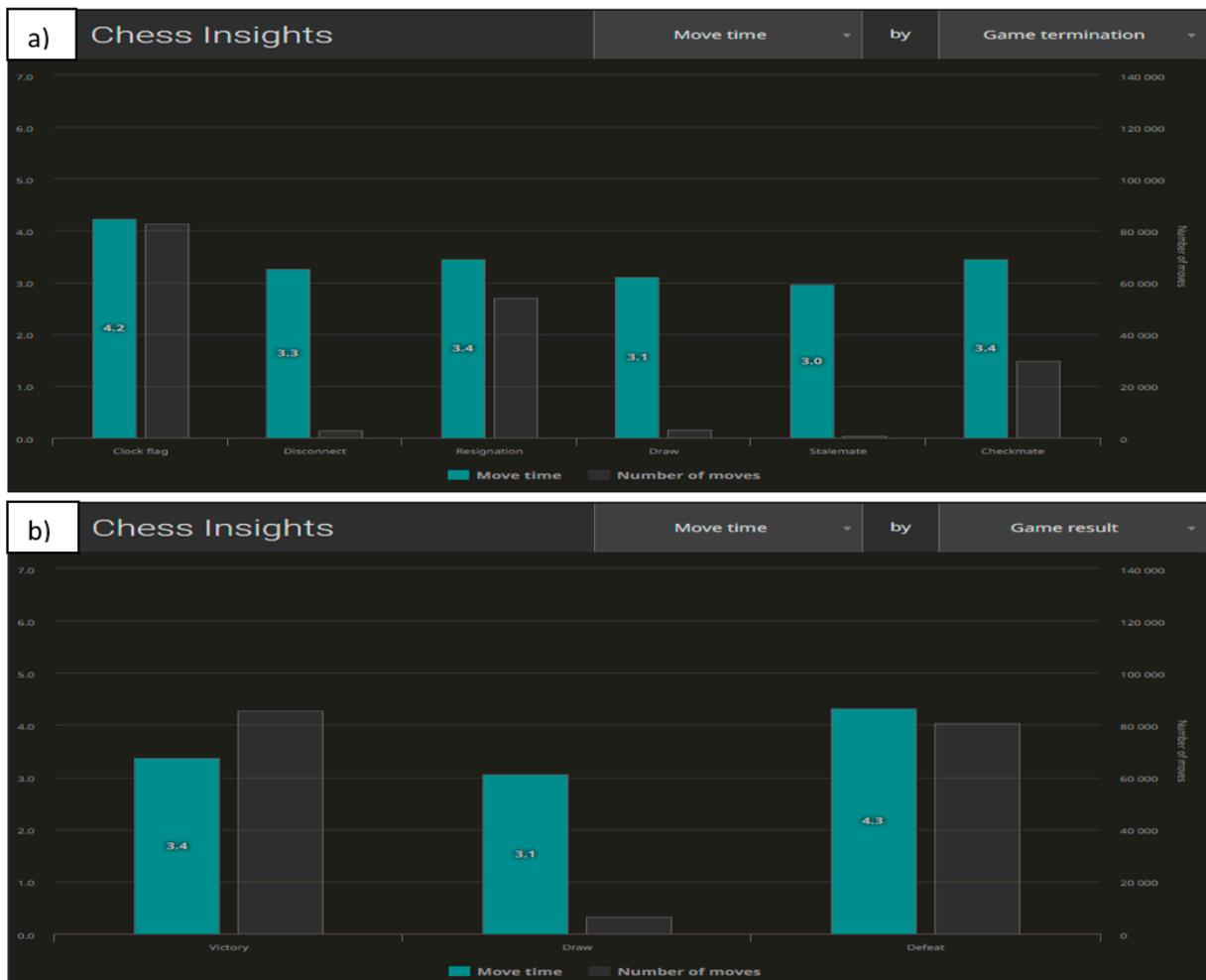


Figure S6. Game termination type statistics - a) and game result statistics - b). Source: lichess.org

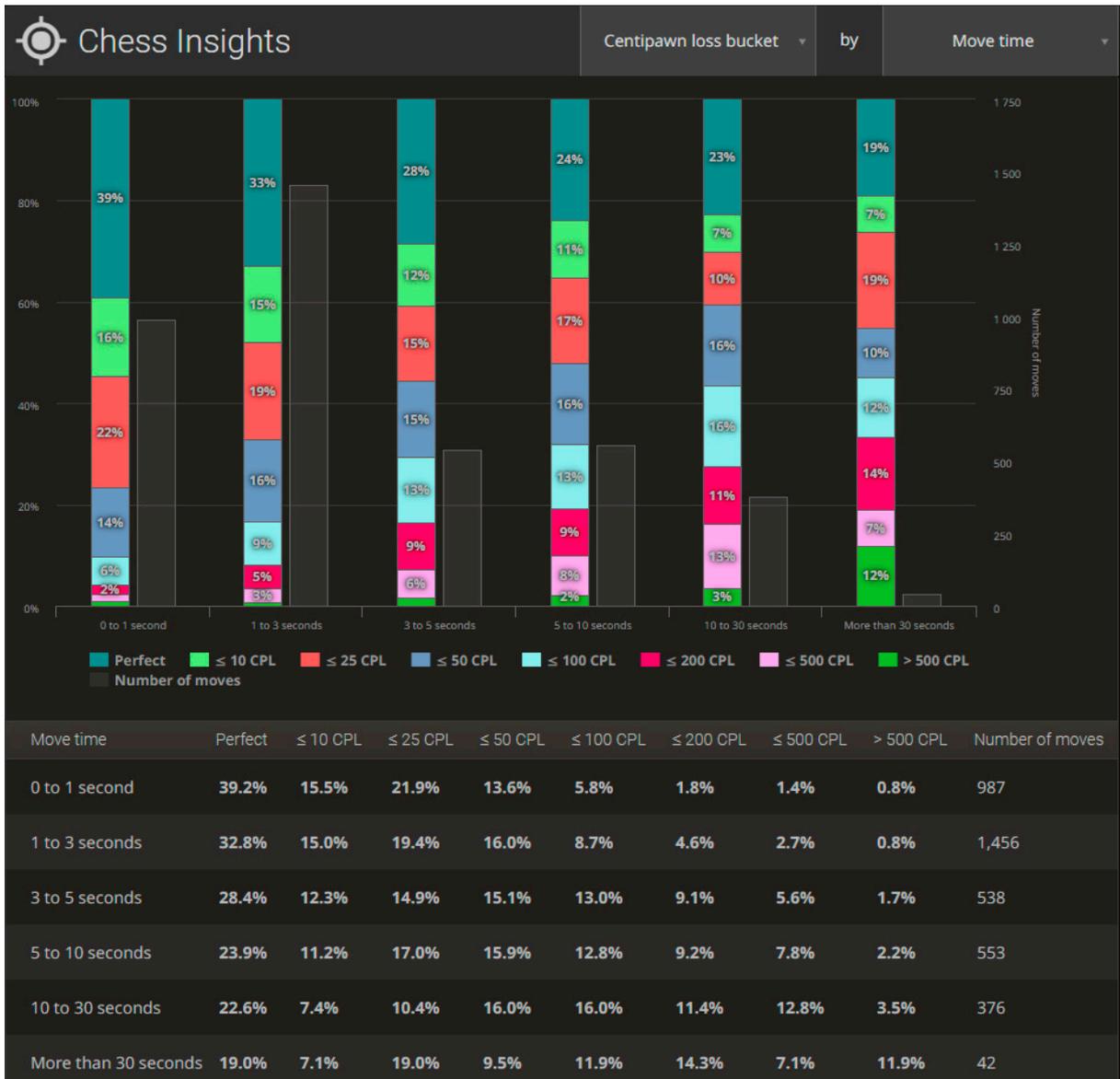


Figure S7. Correlations between Centipawn loss bucket and Move time. Source: lichess.org

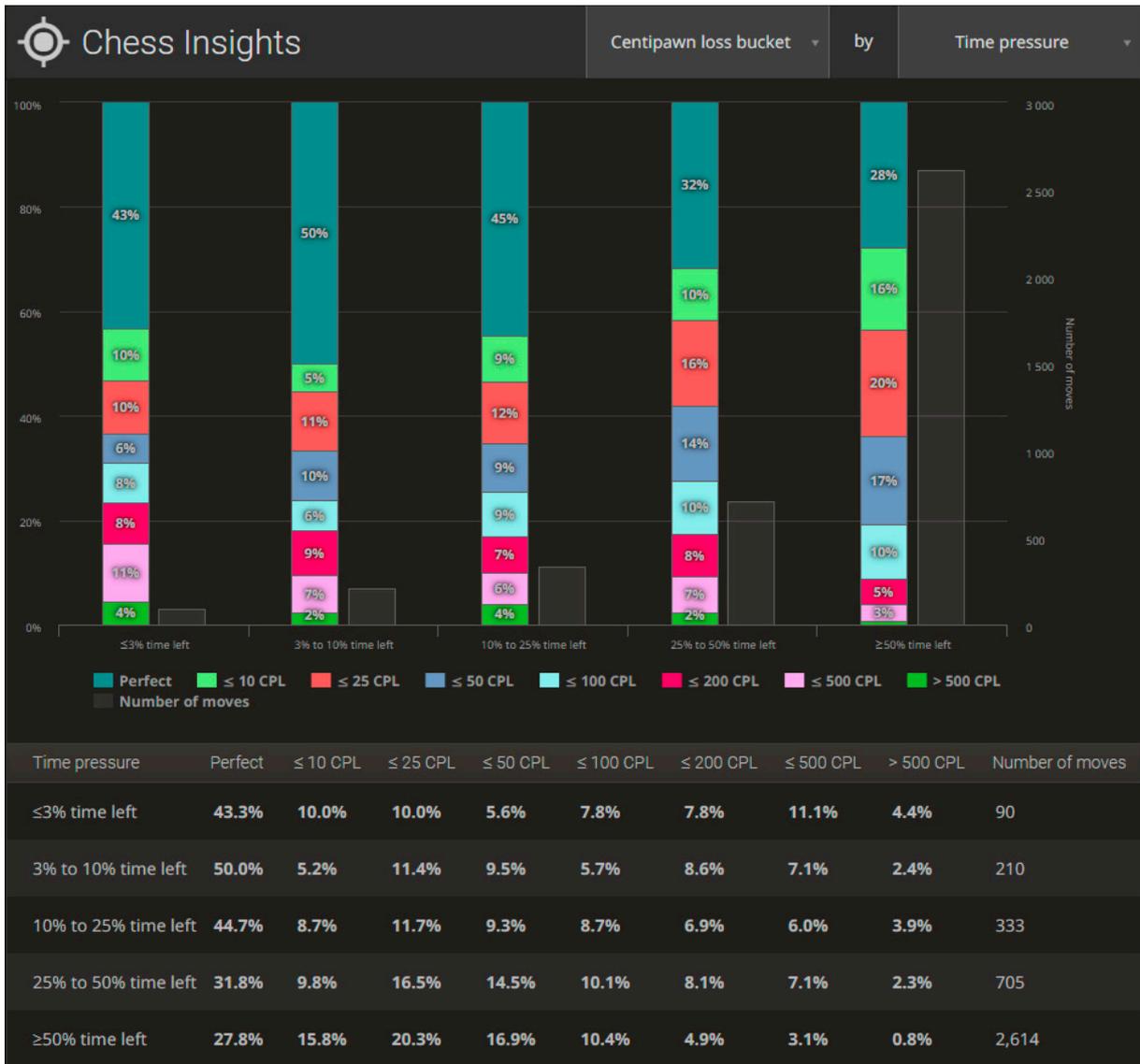


Figure S8. Correlations between Centipawn loss bucket and time pressure. Source: lichess.org

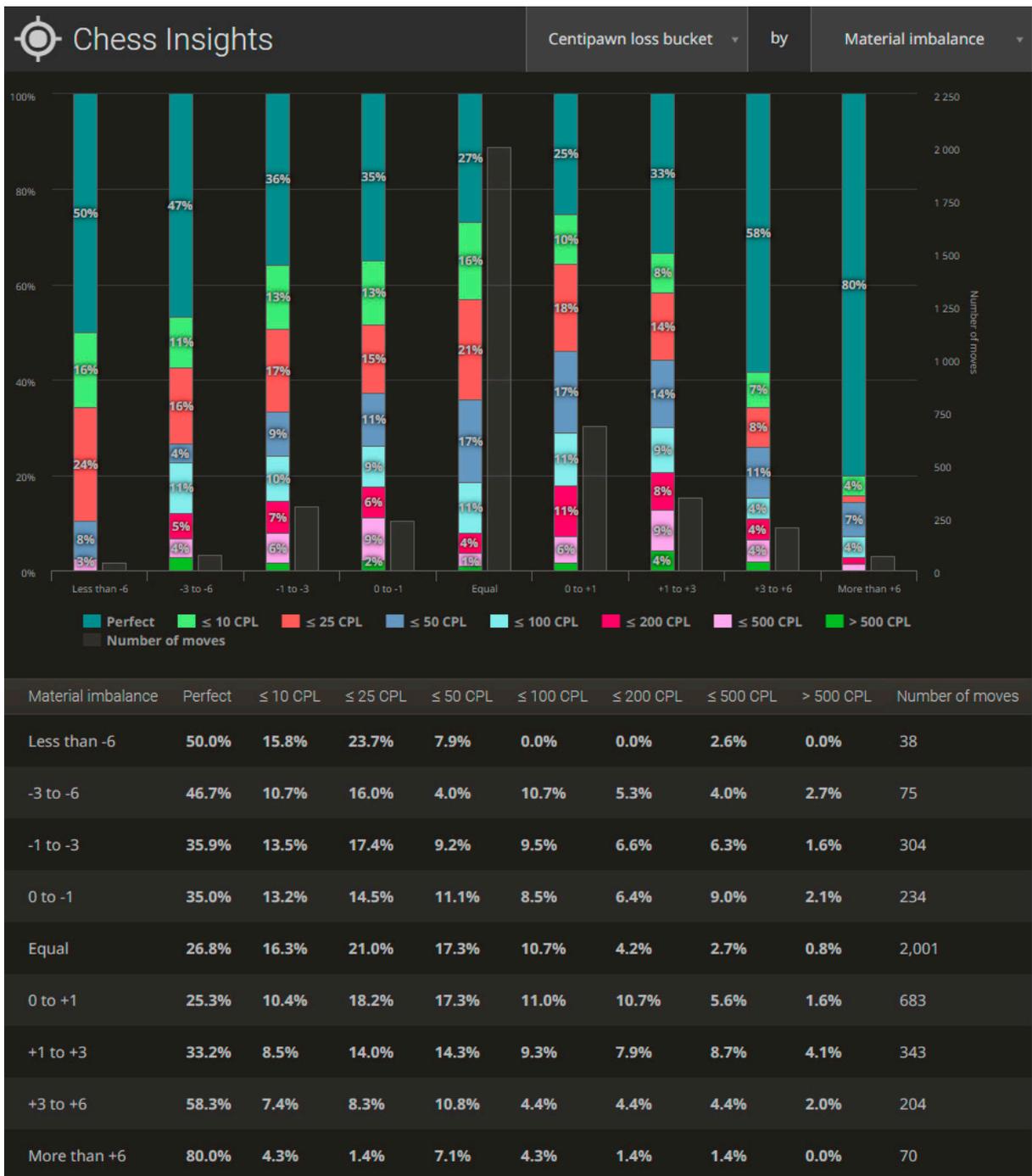


Figure S9. Correlations between Centipawn loss bucket and Material imbalance. Source: lichess.org

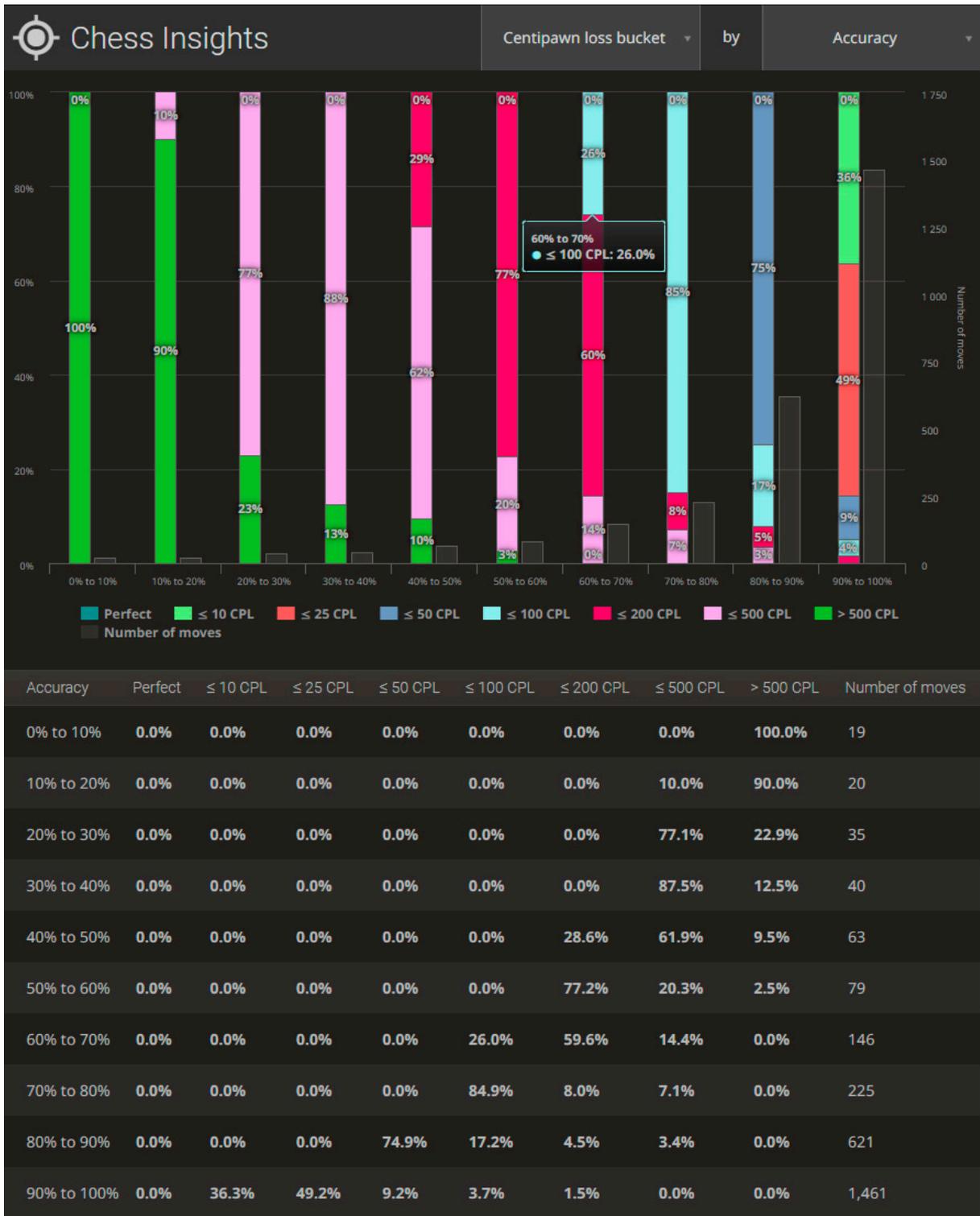


Figure S10. Correlations between Centipawn loss bucket and Accuracy. Source: lichess.org

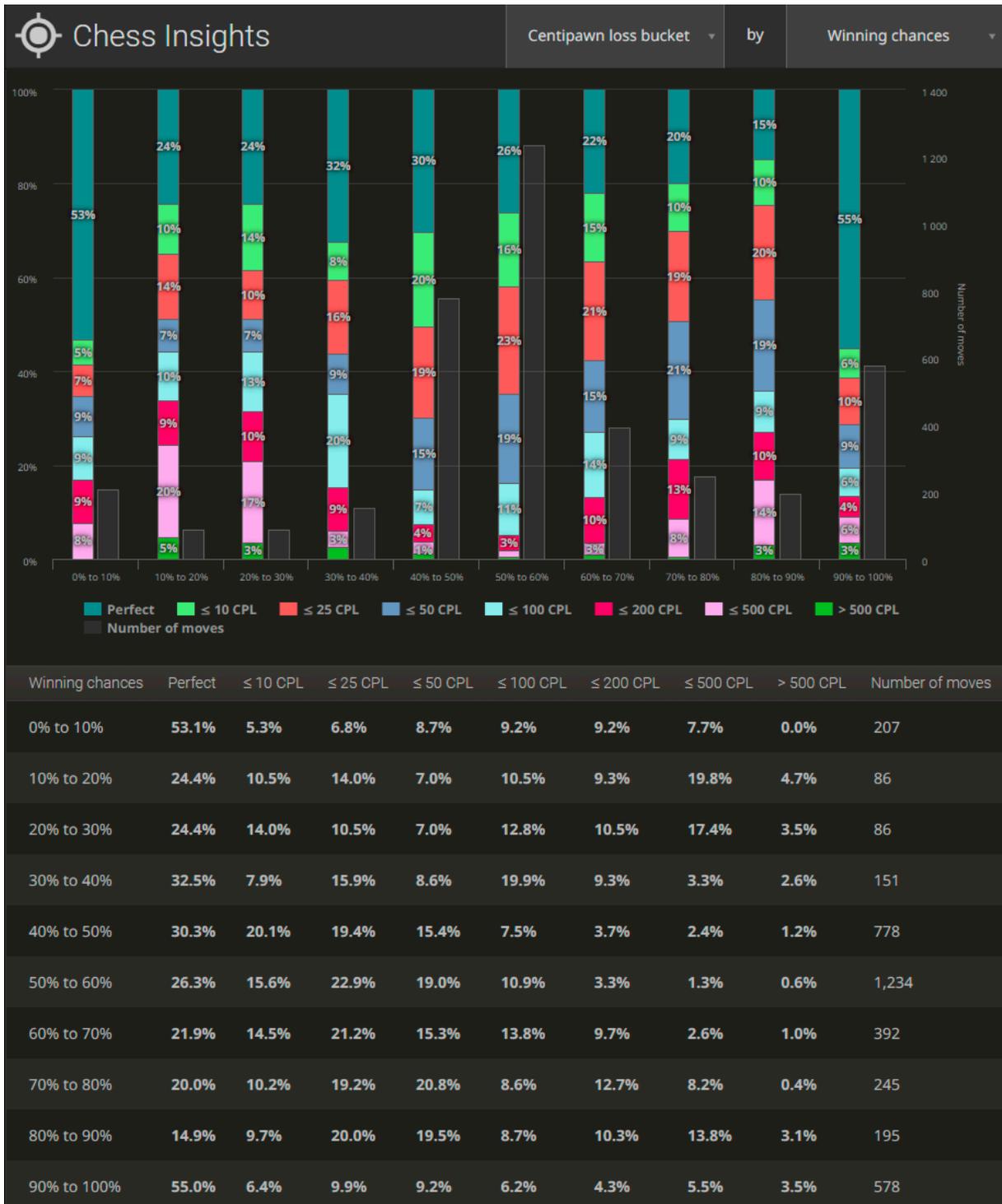


Figure S11. Correlations between Centipawn loss bucket and Winning chances. Source: lichess.org

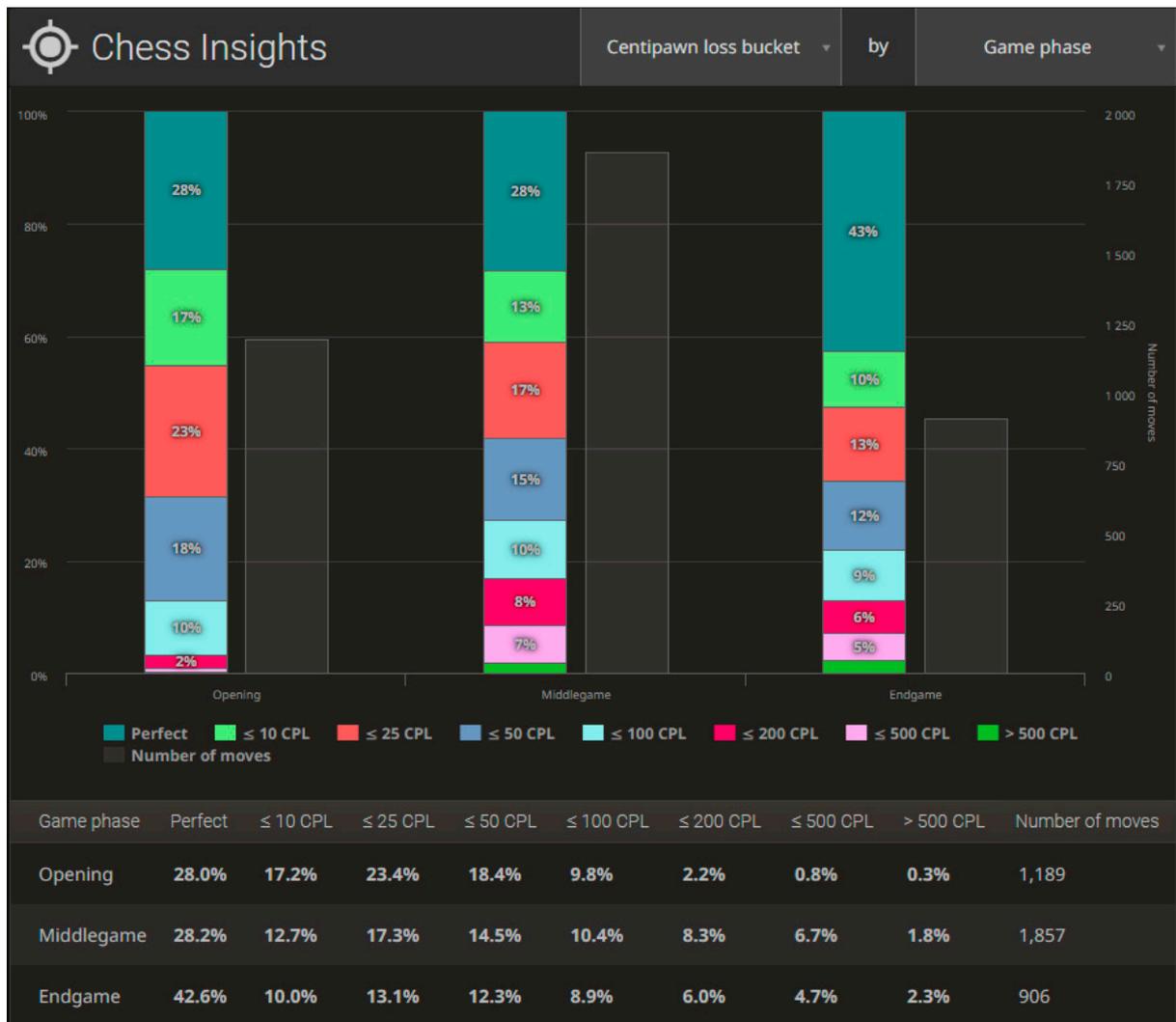


Figure S12. Correlations between Centipawn loss bucket and Game phase. Source: lichess.org