ABSTRACT

Chess is one of the non-physical sports that is regularly competed in the Olympics, chess is a mind game played by two people, in this game the players are required to think extra and have the foresight to be able to master the game, read the characteristics of the opponent and carefully consider every step to be taken. Chess matches are usually held simultaneously in a competition. Thus, causing an issue of processing the final results, such as inputting the winners' name, updated points of each competing player, etc.

In this final project, the author designs a scoring board to assist in the processes of tracking the score of the chess matches. The output of this project is the display for initials of each player's name, the points obtained by that specific player, the number of participants in the competition, the color of the player's pawn, and the player's table number. The result of this project is expected as an innovation to ease the work of the chess competition referees and committees, hopefully increasing the efficiency of chess competitions. The results obtained from this study are that the scoring board can display information read from the webserver, i.e., the initials of each participant, the scores, table numbers, and the pawn colors with a 100% success percentage. This study has also compared the average data reception between WLAN (locally) and Telkomsel cellular provider, achieving a data rate of 108.3843 kbps and 142.1972 kbps, respectively. It was also noted that the minimum power required to use the scoring board is approximately 2.7571 W.

Kata Kunci : *Chess, Score Board, ATMega328*