

“But I have to tell you, there was no secret to my success, no magic. There are no tips. There are no special secrets that will work for everyone. All success is based on a combination of things. Talent requires hard work. Calculation requires evaluation. Good strategy requires good tactics to succeed.”



Information Package

Garry Kasparov

Lectures | Keynotes | Seminars

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Biography

Born in Baku, Azerbaijan, in 1963, Garry Kasparov became the under-18 chess champion of the USSR at the age of 12 and the world under-20 champion at 17. He came to international fame as the youngest world chess champion in history in 1985 at the age of 22. He defended his title five times, including a legendary series of matches against arch-rival Anatoly Karpov. Kasparov broke Bobby Fischer's rating record in 1990 and his own peak rating record remained unbroken until 2013. His famous matches against the IBM super-computer Deep Blue in 1996-97 were key to bringing artificial intelligence, and chess, into the mainstream.

Kasparov has been a contributing editor to *The Wall Street Journal* since 1991 and is a frequent commentator on politics and human rights. He speaks frequently to business audiences around the world on innovation, strategy, and peak mental performance. In 2013 he was named a Senior Visiting Fellow at the Oxford-Martin School. Kasparov's book "How Life Imitates Chess" on decision-making is available in over 20 languages. He is the author of two acclaimed series of chess books, "My Great Predecessors" and "Modern Chess". More information is available at kasparov.com.



Public Speaking

Already a living legend in a sport with hundreds of millions of adherents, Kasparov has followed his twenty years as the world's top chess player with investigations into decision-making, strategic thinking, education and technology while also becoming a global human rights figure. He is sought out by Silicon Valley CEOs, education ministers, and heads of state. With each lecture updated and customised for time and place, Garry Kasparov challenges his audiences with a blend of inspiration, information and insight that can only be delivered by a peak performer. The charisma and bold outlook that have made Kasparov such a potent force at chess and in politics also make him an unforgettable speaker.



Lectures & Keynotes

Forceful, compelling and knowledgeable are words used to describe a speech by Garry Kasparov. Speaking in English he is the new experience on the speaker's circuit.

The subject matter is at your selection and ranges from Strategy, Tactics and Logical Thinking to Politics.

His engagements are worldwide and year-round and the average duration is 45 minutes. Unlike some speakers, he derives enjoyment from the Q&A session which can last up to half an hour



Understanding Your Own Process

I'm going to put you all in the shoes of leaders and decision-makers of all kinds. From presidential candidates to CEOs and even an admiral at war. It's not the magnitude of a decision, or the management level. It's the process.

By the time we are finished you will be aware of your own tendencies as a decision-maker. We might not be able to change the hardware we were born with, that's our DNA, but we can definitely upgrade our software!



Leadership

Leadership is not about power. It is about vision, determination and courage. Courage is the final, and often overlooked, ingredient in successful decision-making and successful innovation. We have mapped this world, yes. But with courage and will, you can create new world to explore. To lead is to decide.



Asking the right questions

All the data and all the computers in the world cannot tell you which are the right questions to ask. Intuition is where it all comes together: our experience, knowledge and will. If you aren't exploiting these human skills you are only a spectator of the data.



Decision Making

The first editor of my first book wanted a book of tips to make better decisions, the so-called “secrets of my success!” But one of the main themes of the book is that the decision-making process is as unique as fingerprints, as unique as DNA. There is no universal recipe or list of tips we can all use to make better decisions or to be more creative. There are no secrets, only hard work. We must all examine and understand our own strengths and weaknesses since what works for me might not work for you. We must work to discover our own tendencies, how and why we make the right decisions and the wrong ones.



Human + Machine, the Future of Computer Technology

In 2005, the online chess playing site playchess.com hosted what they called a “freestyle” chess tournament in which anyone could compete in teams with other players or computers. Several groups of strong Grandmasters working with several computers as the same time entered the competition.

The winner was revealed to be not a Grandmaster with a state-of-the-art PC, or a supercomputer with hundreds of cores. The winners were a pair of weak amateur American using three average home computers at the same time. They worked as a team, and their skill at manipulating and “coaching” their computers to look very deeply into positions counteracted the superior understanding of their Grandmaster opponents and the greater computational power of other participants. They had a great process. Weak human plus ordinary machines plus better process was superior to a strong computer alone.

That is the future. Do not discard human intuition! By carefully examining what humans can do that computers still cannot do, we create more useful, and even more intelligent, machines. Developing superior processes to combine the best of human and computer thought is the future of computer science.



Chess, Technology and Risk-Taking in Education

The huge flood of information we have to deal with today cannot be navigated by textbooks and composition papers. Digital information speeds must be matched by education speeds, which means we need new tools, new methods and new ideas. We cannot equip kids with wooden rackets and expect them to compete at Roland Garros!



Seminars

A seminar with Garry Kasparov is a unique chance to get hands-on coaching from a man with a lifetime of high-pressure peak performance to share. These customised sessions focus on getting the participants to evaluate their own decision-making process, to find their strengths and weaknesses and, as Kasparov puts it, "to upgrade their mental software." Working in groups and directly with Kasparov, the seminars are an instructive and entertaining tour through dynamic decision-making scenarios, each prepared especially for the client. Previous seminars have included examples from the worlds of business, politics, and even military history.

Ideal for top management and especially for technology companies.



Seminars

Understanding and Upgrading the Decision-Making Process

General Description

1. Seminars last from 2-5 hours. Best is a room with multiple tables and chairs to allow for inter-group and intra-group activities.
2. A seminar begins with a brief introduction and statement of goals, without giving too much away. Depending on the size of the audience and length of session, groups of 4-5 people are formed. For smaller groups and shorter sessions, dividing into groups is not required.
3. The seminar is based on the answers provided by the participants to Garry's prepared materials and follow-up questions. This is the key, that the progress and to some degree the direction of the seminar is created dynamically, in real time. Instead of blindly following a script, the seminar is entirely interactive, making it more engaging and more useful.
4. Anecdotes, case-studies, questionnaires, and role-plays are employed to create an entertaining and often startling live investigation into each participant's abilities, prejudices, and self-awareness.
5. At every step, Garry circulates through the room, moving things along but also asking and answering questions of the participants. This personal interaction is often where the biggest impact is made.

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Main Objects

6. The main objects of the seminar are:

- 6.1. To get the participants thinking about their own decision-making processes. First by having them evaluate their own tendencies and then by a series of questions that reveals how accurate their evaluations were.
- 6.2. To introduce a vocabulary of decision-making that trains participants to critically think about their own mental processes and those of others.
- 6.3. To show how our priorities, assumptions and prejudices interact when it comes to making even relatively simple evaluations and calculations.
- 6.4. To illustrate how wrong we usually are when evaluating the priorities and attitudes of other, and how we are perceived by others.
- 6.5. To demonstrate the importance of clearing up these misperceptions, instructing others how to manage them, and, when in competition, of exploiting them in others.
- 6.6. To produce a performance and data by the participants useful to management in evaluating the participants' analytical and decision-making skills.

Seminars

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Basic Structure

7. The basic structure of a typical seminar is as follows.
 - 7.1. After the intro, a series of questionnaires are handed out to the participants. In most cases they are identical, but in some scenarios each group or participant will play a different role.
 - 7.2. Sample self-evaluation questions include:
 - 7.2.1. Rate yourself as a risk-taker, from “1, very cautious” to “10, very adventurous”.
 - 7.2.2. You make your best decisions when 1 is "having plenty of time to reflect" and 10 is "under a great deal of pressure”.
 - 7.3. Answers are discussed and tallied, compared inside and between groups. As always, the participants are invited to discuss what they believe the results signify, instead of simply being told. This increases the depth of insight and makes the seminar much more engaging. It is always interesting to observe how responses often change when they are anonymous versus when they will be shared openly.
 - 7.4. A case study synopsis or role play handout guides the participants and groups through a decision-making scenario. Some are hypothetical, others are taken from politics, business, warfare, or psychology texts.
 - 7.5. Results are tallied, compared, and discussed, first in groups then with all and with Garry. This is repeated with more scenarios of increasing complexity and with shifted focus.
 - 7.6. The conclusion is similarly interactive. The participants reevaluate themselves as decision- makers and discuss the changes they make. The results are always surprising and fascinating.

Booking

**To book Garry Kasparov for your next event
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