COMPARISON OF AGGRESSION BETWEEN TEAM GAME PLAYERS AND INDIVIDUAL GAME PLAYERS

Dr. Mahesh Sawata Khetmalis

Assistant Professor, Department of Physical Education, Visva-Bharati, Santiniketan, West Bengal, India
maheshsk@visva-bharati.ac.in

ABSTRACT

The purpose of the present study was to compare the selected psychological variable i.e. aggression between Team Game Players and Individual Game Players of Visva-Bharati, Santiniketan. From fifty (50) male university players, twenty five players of team game and remaining twenty five players of individual game were randomly selected, as the subjects for the present study. The subject’s age ranged from 18 to 25 years. To assess the aggression, sports aggression inventory developed by Anand Kumar and Prem Shankar Shukla was used. To Comparison of selected psychological variables i.e. aggression between team game players and individual game players mean difference method (t ratio) ‘t’ test was used. The level of significance was set at 0.05 levels. Results showed that Team Game Players were more aggressive than Individual Game Players.

Keywords: Aggression, Team Game Players, and Individual Game Players

INTRODUCTION:

A common theme emerging from a variety of theoretical approaches to the problem of exercise The word aggression comes from the latin word aggress, ‘ad’ (to or toward)’ and grader (walk). Literally then the word means to “to walk towards or approach”, to move against or to move with intent to hurt or harm. Most psychologist describe aggression in terms of behavior. Aggressive behavior is associated with destructive acts, sexual attacks, prejudiced, speeches, genital activities, drug and alcohol addictions, sports and exercise’ crying’ complaining, waging wars and so forth. There is no simple behavior that may be described under the rubric aggression. (Silva, 1984). Sports competition without “aggression” is a body without soul, competition and aggression are twins. There is clear evidence that, in general aggression is more boisterous games, may help performance because it arouses players overly to put in harder effort, and “do or die” for the success of the team. Contrarily there is also indication, and valid too, that aggression committed by players in certain contexts situation or position may impels performance of individual skill as well as success of the team. (Kamlesh, 1987)

Aggression has long been a part of the sports domain. Outside of wartime, sport is perhaps the only setting in which acts of interpersonal aggression are not only tolerated but enthusiastically applauded by large segment of society. In fact Lorenz advocates that sport ought...
to be substitute for war. In other words, because all competitive sports situations hold some degree of hostility between opponents, participants in them allows aggression to be dissipated in an acceptable manner. (Roberts, 1986). Aggressive behaviour is an overt verbal or physical act that can psychologically or physically injures another person or oneself. Aggressive behaviour against another person is called extropunitive behavior. Aggressive behaviour is non-accidental, the aggress or intends on injury and the behaviour selected for this is under his or her control. (Silva and Weinberg, 1984). The nature of aggression in sport should be considered the degree of ambiguity regarding aggression in sports. That is in some sports direct aggression in the form of physical acts against the person of another player are encouraged within rules. (American football, Boxing and Wrestling) whereas in other sports the directions, amount and indices of aggression are highly subjective and dependent on the degree of aggression tolerated by the fans, officials and team mates, (Basketball, Ice Hockey, Team Handball, Water Polo). (Cratty, 1983).

MATERIALS AND METHODS:
Fifty (50) male players of university teams of different games of Visva-Bharati, Santiniketan, were selected as subjects for the present study. From the fifty subjects, twenty five (25) subjects were members of Basketball, Football, Hockey, and Volleyball teams of Visva-Bharati, Santiniketan, for the year 2009-10, were considered as team game players and remaining twenty five (25) subjects were members of Athletics, Badminton, Tennis, Table Tennis, and Power Lifting teams of Visva-Bharati, Santiniketan, for the year 2009-10, were considered as individual game players. To assess the aggression, sports aggression inventory developed by Anand Kumar and Prem Shankar Shukla was used. Sports Aggression Inventory consists of 25 items in which 13 items are keyed “YES” and 12 are keyed “NO”. The statements which are keyed “YES” are 1,4,5,6,9,12,14,16,18,21,22,24 and 25 and the statements which are keyed “NO” are 2,3,7,8,10,11,13,17,19,20 and 23.

DETAIL BREAK UP OF SUBJECTS

| Team Game Players and Individual Game Players of Visva-Bharati, Santiniketan |
|---------------------------|-------------------------|
| Team Game Player | Individual game Player |
| Name of Game | No. of Subjects | Name of Game | No. of Subjects |

On-Line International Journal 
www.ijobsms.in
To compare the mean of Team Game Player and Individual game Player in relation to aggression, mean difference method (t ratio) ‘t’ test was used. The level of significance was set at 0.05 levels.

RESULTS AND DISCUSSION:

Fig. 1: Graphical Representation of Aggression between Team & Individual Game Player

<table>
<thead>
<tr>
<th>Variable</th>
<th>Group Mean</th>
<th>Mean Difference</th>
<th>df</th>
<th>‘t’ Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Team Game players</td>
<td>Individual Game Players</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Aggression</td>
<td>11.6000</td>
<td>10.2800</td>
<td>1.3200</td>
<td>48</td>
</tr>
</tbody>
</table>

*Significant at 0.05 level of confidence, $t_{0.05}(98) = 1.98$
The above table reveals that significant difference was found in aggression, as the calculated value of ‘t’ = 4.175 was greater than the tabulated $t_{0.05} (98) = 1.98$ hence the Team Game Player players were more Aggressive as compare to Individual game Player.

CONCLUSION:
On the basis of above discussion, it is concluded that the Team Game Players were more aggressive as compare to Individual Game Players.

Reference