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Dr. Tanuja S. Raut

Assistant Professor, PG Department of Physical Education, SGB Amravati University, Amravati, Maharashtra

Comparative Study of Aggression and Will to Win Between Individual and Team Game Players

Abstract

Aim of the study was to find out will to win and aggression between individual and team game players, for this study 30 individual and 30 intercollegiate team game were selected with simple sampling method. For collection of data standard questionnaire were used which is developed by Anand Kumar and Prem Shankar Shukla for Will to win, and aggression by R. L. Bhardwaj. Statistical analysis was done with the help of 't' test the result of this study shows that aggression of individual game player is high than team game player, and level of will to win is also more in individual game players as compared to team game players

Keywords: *Aggression, Will to Win, Individual, Team Game.*

Introduction

The athlete and sportsmen is determined by their psychological factors. In this modern era of competition, the psychological preparation of a team is as much important as teaching the different skills of a game on the scientific lines. The teams are prepared not only to play the games, but to win the games and for winning the games. It is not only the proficiency the skills which being victory but more important is the spirit of the players with which they play and perform their best in the competition.

The application of psychological principles to the important of performance in sports has received greater attention in these days. There are certain accepted psychological principles which have to be applied, so that the athlete and players are able to show their best in their performance. Coaches, physical educationist and sports scientists have always expressed a great need to know more about those psychological principles, which are helpful improving the motor skills of the players. It is important to know about the role of emotional phenomenon like competitive anxiety and will to win of the players at the time of training as well as competitive situations.

Aggression is a part of human behavior and is necessary for an individual to live and struggle for higher achievements. Struggle for supremacy, dominance, and excellence in sports obviously involves aggression. Aggression in one form or the other is inevitable and inescapable in sports activities. When hostility takes over aggression, the situation becomes alarming and it becomes an anti-social behavior.

Aggression may help into performance of an athlete because it arouses the athlete to put in harder effort of the success of the team. Athletes must be helped to reduce and control aggression in order to play calmly and perform the best. Appropriate level of aggression as permitted under the rules governing the game tends to improve the skill and enhance the effort and on the other hand, high or low level of aggression will hamper and retard the performance in sports. Paul (1960) rightly remarked "A winner never quits and the quitters never win". That means if one has the desire to win surely wins. It indicates that where there is a will, there is a way. It is expressed by scientist that the ability to work to the capacity is directly related to will to win. The psychological build-up is known to create a state of readiness. The main thrust of the modern sports is on winning, not just participating and playing. Physical Health and fitness or joy and fun are no longer the purpose or even the target. The dismissal performance of Indian players and athletes in international events has been largely attributed to the lack of will to win. It is the factor that makes great competitors. There are instances of men lacking physical qualification of great boxers still they have won. Will to win is the intensity to desire to defeat an opponent or to excel some performance standard in a given sports. This construct is similar to need-achievement and internal locus of control. It is also related partly to competition and some parts of aggression.

Methodology

Aggression may help the athlete to give the high performance during the competition. If a player has curiosity to win then he is aggressive during the game. The researcher always observes that the players are more aggressive and they have tendency to win the game. That's why the researcher wants to know the aggression and will to win of the individual and team game players. So the researcher had taken the study entitled as "Comparative Study of Aggression and Will to Win Between Individual and Team Game Players".

Selection of Subjects

60 subjects were selected for this study. Out of them 30 were individual game players and 30 were team game players. As an individual games Badminton, Table tennis and Lawn tennis were selected. As well as the team game Basket ball, volley ball and Hand ball were selected. All players represented intercollegiate.

Sampling Method

The subjects were selected by simple random sampling method.

Administration of Questionnaire

Will to win: The investigator has used standard questionnaire developed by Anand Kumar and Prem Shankar Shukla to collect the data on Will to win. It contains 14 items.

Aggression

The investigator has used standard questionnaire of aggression constructed by R.L. Bhardwaj for the collection of data. It contains 28 items.

Table 1: Comparison of Aggression between Individual and Team Game Players

Group	Mean	SD	MD	SE	df	OT	TT
Individual	86.83	40.18	5.8	10.91	58	0.53	2.00
Team	92.63	44.28					

*Level of Significance = 0.05
Tabulated't' 0.05 (58) = 2.00

Table-1 reveals that there is difference between means of individual and team game players, because the mean of individual game players is 86.83, less than team game players which is 92.63, and their mean difference is 5.8 and standard error is 10.91. To check the significant difference of Aggression level of individual and team game players the data is analyzed by applying t-test. Before applying t-test, SD is calculated between individual and team game players which is 40.18 and 44.28 respectively. After applying 't'test it was found that there is insignificant difference in Aggression level between individual and team game players because value of calculated 't' (0.53) which is less than tabulated 't' (2.00) at 0.05 level of significance, which indicates or showsxxthat there is insignificant difference in Aggression between individual and team game players. So the researcher's pre assumed has been rejected.

Graph-1: Mean Scores of Aggression between Individual and Team Game Players
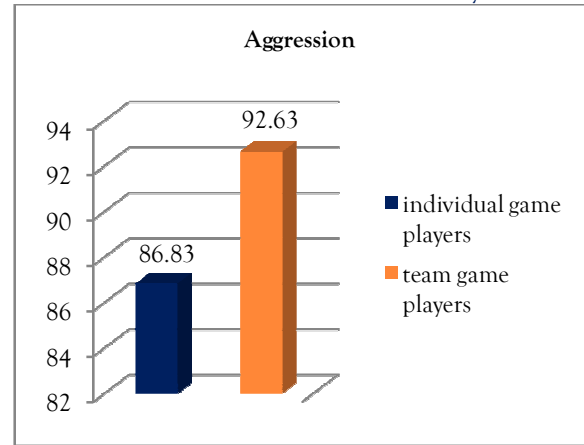

Table 2: Comparison of Will to Win Between Individual and Team Game Players

Group	Mean	SD	MD	SE	df	OT	TT
Individual	8.1	15.48	0.3	4.025	58	0.074	2.00
Team	7.8	15.69					

*Level of Significance = 0.05
Tabulated' 0.05 (58) = 2.00

Table-2 reveals that there is difference between means of individual and team game players, because the mean of individual game players is 8.1, which is greater than the mean of team game players which is 7.8, their mean difference is 0.3 and standard error found is 4.025. To check the significant difference of will to win of individual and team game players the data is analyzed by applying 't' test. Before applying' test, standard deviation is calculated between individual and team game players which is 15.48 and 15.69 respectively. After applying 't' test it was found that there is insignificant difference in will to win between individual and team game players because value of calculated 't' (0.074) which is lesser than tabulated 't' (2.00) at 0.05 level of significance, which

indicates or shows that there is a insignificant difference in will to win between individual and team game players. So the researcher's pre assumed has been rejected.

Graph-2: Mean Scores of Will to Win between Individual and Team Game Players

Will to Win

individual game players — 8.1

team game players — 7.8

Conclusion

Lastly researcher concludes that in this study aggression of individual game player is high than team game players, because one player has lot of burden and totally depend on one's own self, according the analysis of data. So here we can say that Aggression plays an important role in every competition because when serious conditions arises during game the aggression of players dominant the others and they achieve their goal. Aggression is must for both players especially for individual game players in critical situations to face the hardships.

The curiosity of Will to win finds in all the players because everyone wants to win the game and to achieve great heights, here in this study the level of will to win is more in individual game players as compared to team game players, with the limitations of the study and from the statistical analysis of the collected data it is concluded that. There is found insignificant difference in aggression and will to win of individual and team game players of Sant Gadge Baba Amravati University Amravati.

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