



Analysis of Personality Traits Variables in Body Contact And Non- Body Contact Games of University of Madras Men Players

KEYWORDS

Contact Games, Non Contact Games, Personality Traits, Enthusiasm and Boldness

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ABSTRACT *The purpose of the study was to compare the selected personality traits between the body contact games and non-body contact games in University of Madras players. Method(s):The sample for the present study is twenty male contact game players (Kabaddi & Handball games) and twenty male non contact game players (Volleyball & Ball Badminton) Players between the age group of eighteen to twenty one years of players studying affiliated colleges in University of Madras. Among various personality traits variables only Enthusiasm and Boldness only selected for this study and it was assessed by multidimensional assessment of personality (MAP) scale, developed by Sanjay Vohra (1993) of Psy-com services. The 't'-ratios was used to compare the personality traits difference between contact and non-contact games players groups. Result(s):*

This study shows that non contact games players are having good personality trait component Compare to contact games players. Conclusions(s): It is concluded that non contact games players are having good personality trait component Compare to contact games players.

Introduction

Sports psychology is an important ingredient of sports training programme and deals with the way in which various psychological states and traits influence sports performance. It is the application of psychology to the issues and problems in the field of sports as the problems of sports person are quite unique, different, subtle and complex. Therefore, the main purpose of sports psychology is to understand the behaviour of an athlete, to modify it according to the demand of situations, and to optimize the benefits for elite performance and excellence (Singh et al., 2000).

In modern competitive sports, psychological preparation of a team is as much important as teaching the different skills of a game on scientific lines. The teams are prepared not only to play the games, but also to win the games. And for winning the games it is not only the proficiency in the skill which brings victory but more important is the spirit to win and competitive attitudes of the players with which they play and perform best in the competition. The mental attitudes of an individual player or a team can help either to overcome many obstacles for victory or can lead to unexpected defeat.

The word personality is derived from the Latin word "persona" which means mask. The study of personality can be understood as the study of masks that people wear. These are the "personas" that people project and display, but also includes the inner parts of psychological experience which we collectively call our self.

Personality assessment is the most important aspects of sports psychology each individual is born with a blue print of basic traits. The behavior of the individual lies in this blue print. This may also fix the boundaries to the development of some traits. Certain personality traits can be learnt while participating any Endeavour, including sports but this acquisition is dependent on a highly complex interaction between each individual genetic endowment, his previous and current environments and his own particular

behavior patterns(Austin et al., 2004).

METHODOLOGY

The present investigation pertaining to 'analysis of personality traits variables in body contact and non- body contact games of university of madras men players'. The particulars of samples, tools, collection of data and statistical techniques are given as under;

SAMPLE

The total sample consists of 40 sportsmen belonging to contact and noncontact games participated in the inter-collegiate tournament of University of Madras during the year 2013-2014. The age level ranging from 18-21 and were selected randomly. The sample design is given below:

SAMPLE DESIGN

Inter Collegiate Players		
Contact Games Players	Contact Games Players	Total Sample
20	20	40

EXPERIMENTAL DESIGN

The experimental design used for this study was static group comparison design.

VARIABLES

Among various personality traits variables only Enthusiasm and Boldness only selected for this study.

TOOLS

PDS: It necessary collects the information.

Multi Assessment Personality Series (MAPS) (1996):

This scale was constructed and standardized by Psy Com. It consists of 147 sentences and each item provide three alternatives the subjects had to select one of the three al-

ternative and this test used Split-Half and Test-Retest Reliability Coefficients & Factorial Validity.

SCORING

Answers were scored as per the scoring key provided in the respective manuals of test.

COLLECTION OF DATA

The data of Enthusiasm and Boldness was collected through multidimensional assessment of personality (MAP) scale during the University of Madras inter-collegiate tournaments held in the year 2013-2014. The responses were scored and tabulated.

STATISTICAL ANALYSIS

The collected data were statistically analyzed for significant difference using independent 't' test. In this cases 0.05 level of significance was used to test the hypothesis.

ANALYSIS OF DATA

Enthusiasm

The analysis of independent 't'-test on the data obtained for Enthusiasm of contact and non-contact body games team players have been analyzed and presented in Table-1.

Table-1

Table showing the mean, SD and t-values of Enthusiasm scores of contact and non contact team players

Variables		Contact Games Team players	Non-Contact Games Team Players
Enthusiasm	Mean	8.90	11.20
	SD(±)	1.25	0.83
t-values		6.84*	

***Significant at 0.05 level**

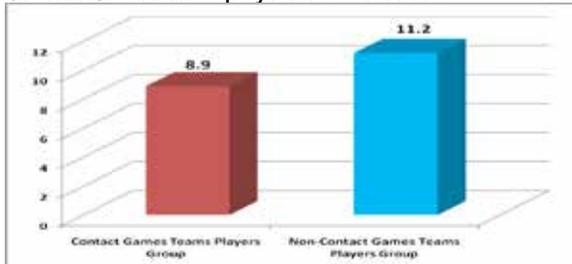
(Table value required for significance at 0.05 level for 't'-test with df 38 is 2.02)

Table.No.1 presents the mean and Standard deviation values obtained for contact games team player and non contact games team players 8.90 ± 1.25 and 11.20 ± 0.83 respectively and the 't' test value between the means is 6.84. Since the obtained 't' test value of 6.84 is greater than the table value of 2.02 with df 38 at 0.05 level of confidence, it was concluded that the contact games team player and non contact games team players had significant difference in the performance of Enthusiasm.

The mean values of contact games team player and non contact games team players on Enthusiasm are graphically represented in the figure-1.

Figure-1

Mean values of Contact Games Team Player and Non Contact Games team players on Enthusiasm



Boldness

The analysis of independent 't'-test on the data obtained for Boldness of contact and non-contact body games team players have been analyzed and presented in Table-2.

Table-2

Table showing the mean, SD and t-values of Boldness scores of contact and non contact team players

Variables		Contact Games Team players	Non-Contact Games Team Players
Boldness	Mean	8.85	11.45
	SD(±)	1.18	0.60
t-values		8.76*	

***Significant at 0.05 level**

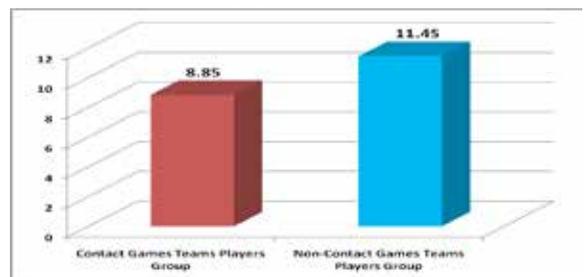
(Table value required for significance at 0.05 level for 't'-test with df 38 is 2.02)

Table.No.2 presents the mean and standard deviation values obtained for contact games team player and non contact games team players 8.85 ± 1.18 and 11.45 ± 0.60 respectively and the 't' test value between the means is 8.76. Since the obtained 't' test value of 8.76 is greater than the table value of 2.02 with df 38 at 0.05 level of confidence, it was concluded that the contact games team player and non contact games team players had significant difference in the performance of Boldness.

The mean values of contact games team player and non contact games team players on Boldness are graphically represented in the figure-2.

Figure-2

Mean values of Contact Games Team Player and Non Contact Games team players on Boldness



CONCLUSION

Within the limitation of the present study, the following conclusions were drawn. It was concluded that non-contact games team players having high rate of Enthusiasm and Boldness than the contact games team players.

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