ORIGINAL RESEARCH PAPER

ASSESSMENT OF GAME STATISTICS BETWEEN WINNERS AND LOSERS OF PONDICHERRY UNIVERSITY BADMINTON MEN TEAM

Physical Education

KEY WORDS: Game Statistics, Winners, Losers, Pondicherry University, Badminton

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ABSTRACT

The purpose of the study was to assess the game statistics between winners and losers of Pondicherry University badminton men team. This study was delimited to Inter college level Badminton players participated in different university level tournament in the year 2017-18. This study further delimited to twenty (20) male Badminton players (10 winners and 10 losers) from the affiliated colleges of Pondicherry University. Selected subject's age was ranged between 20 to 25 years. The following tests were selected and their score was considered as criterion measure for this investigation: i. High service was counted by number of legal high service. ii. Short service was counted by number of legal short service. iii. Overhead clear was counted by number of legal overhead clear. iv. Smash was counted by number of legal smash. v. Drop was counted by number of legal drop. Independent 't' test was used to find out the assessment of game statistics between winners and losers in Badminton. In order to test the hypothesis the level of significance was 0.05. The result shows there was no significant difference between the assessment of game statistics between winners and losers male badminton players in case of high service, short service, overhead clear and smash and whereas significant difference was found in drop.

Introduction

The base of this study was to assess the game statistics between winners and losers in badminton players. On the basis of evidences available in the literature and in personal experience as well as discussion with experts it was hypothesized that there will be no significant difference in game statistics between winners and losers. No special motivational technique was used during the test. Therefore the difference that was occurring in performance due to lack of motivation is recognized as the limitation of the study. The study may serve as a motivational force to the badminton players to minimize poor part of the game statistics. The study will help to identify technique and tactical part which require improvement. The study may assist coaches and physical education teachers in grading and classifying badminton players. Took this study with the aim of examining the phenomenology of high performance athletes in ascribing causes is the personality defined outcomes, in two consecutive athletic contest. Replicating literature findings, the players made significantly more accurate judgments than the controls and showed better action anticipation. Conducted a research to examining problem representations of individuals during task performance is advancing our understanding of information processing and expertise in a variety of sports. The study may provide a common frame of reference for assessing the game statistics between winners and losers in badminton players.

Methodology

This study was delimited to Inter college level badminton players participated in different university level tournament in the year 2017-18. Twenty (20) male Badminton players (10 winners and 10 losers) from the affiliated colleges of Pondicherry University, India was selected as subjects for this study and age was ranged between 20 to 25 years. The main objective of the study was to assess game statistics between winners and losers in badminton players. The following tests were selected and their score was considered as criterion measure for this investigation: i. High service was counted by number of legal high service. ii. Short service was counted by number of legal shot service. iii. Overhead clear was counted by number of legal overhead clear. iv. Smash was counted by number of legal smash. v. Drop was counted by number of legal drop. The data was collected for variable administrating their respective tests. The game statistics parameter that is short service, high service, overhead clear, smash and drop was record separately for winners and losers. For losers the games statistic was record from semi-final losers and for winners games statistic were form winning matches of semi-final and final in all six matches from semi-final was recorded for losers as well winners. Still and Video grapy recording of all quarter final onward matches was done and later on match statistics will be carried out. The compiled data was subject to statically analysis for comparison between winner and loser.

Findings

The game statistics winners and losers were collected on the basis of high service, short service, overhead clear smash and drop. Independent 't' test was used to find out the assessment of game statistics between winners and losers in Badminton. In order to test the hypothesis the level of significance was at set 0.05. The game statistics was adjudged by five (5) selected skills which were used by twenty (20) male players in the semi-final matches of Inter College badminton Championship in the session 2017-18. To compare the game statistics between winners and losers separate independent 't' test was applied for each skills.

Results And Discussions
Table-1 Comparison of High Service among Winners and Losers

P	MEAN	STANDARD DEVIATION	STANDARD ERROR MEAN	MEAN DIFFERENCE	t-VALUE
WINNERS	19.60	8.58			
LOSERS	17.20	5.73	3.24	2.40	0.74

Significant at 0.05 level of significance

Table-1 shows that mean value of winners and losers of badminton players are 19.60 and 17.20 respectively where as standard deviation value of winners and losers of badminton players are 8.58 and 5.73 respectively. As the calculated 't' value i.e. 0.74 lesser than tabulated value i.e. 2.10 therefore null hypothesis is accepted. Graphical representation of above table is made in figure-1.

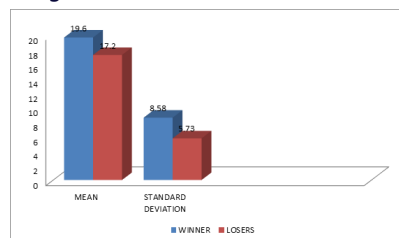### Figure-1 Mean and Standard Deviation Value of High Service among Winners and Losers

Table-2 Comparison of Short Service among Winners and Losers

P	MEAN	STANDARD DEVIATION	STANDARD ERROR MEAN	MEAN DIFFERENCE	t-VALUE
WINNERS	17.70	9.26			
LOSERS	15.00	6.65	3.60	2.70	0.75

Significant at 0.05 level of significance

Table-2 shows that mean value of winners and losers of badminton players are 17.70 and 15.00 respectively whereas standard deviation value of winners and losers of badminton players are 9.26 and 6.65 respectively. As the calculated 't' value i.e. 0.75 lesser than tabulated value i.e. 2.10. Therefore null hypothesis is accepted. Graphical representation of above table is made in figure-2.

Figure-2 Mean and Standard Deviation Value of Short Service among Winners and Losers
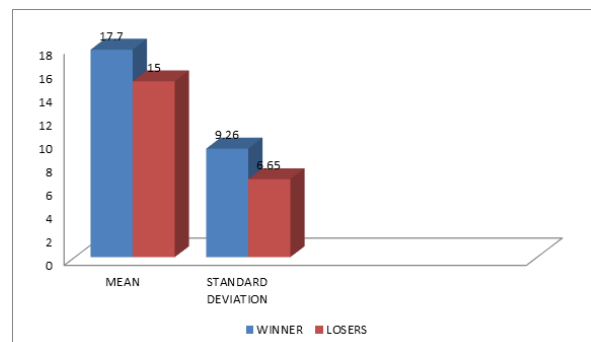

Table-3 Comparison of overhead clear among the winners and losers

P	MEAN	STANDARD DEVIATION	STANDARD ERROR MEAN	MEAN DIFFERENCE	t-VALUE
WINNERS	33.80	17.71			
LOSERS	24.00	8.50	6.20	9.80	1.58

Significant at 0.05 level of significance

Table-3 shows that mean value of winners and losers of badminton players are 33.80 and 24 respectively whereas standard deviation value of winners and losers of badminton players are 17.71 and 8.50 respectively. As the calculated 't' value i.e. 1.58 lesser than tabulated value i.e. 2.10 therefore null hypothesis is accepted. Graphical representation of above table is made in figure-3.

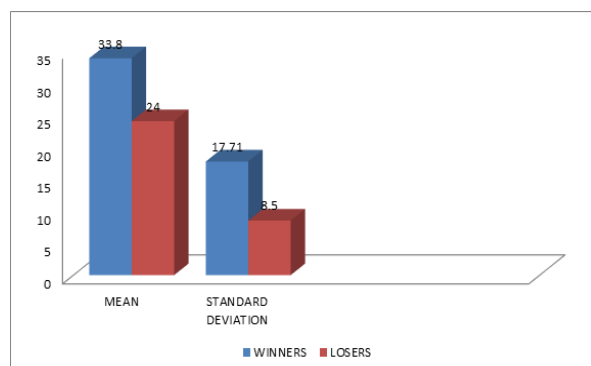**Figure-3 Mean and Standard Deviation Value of Overhead Clear among Winners and Losers**

Table-4 Comparison of smash among the winners and losers

P	MEAN	STANDARD DEVIATION	STANDARD ERROR MEAN	MEAN DIFFERENCE	t-VALUE
WINNERS	25.10	8.24			
LOSERS	21.40	3.84	2.87	3.70	1.29

Significant at 0.05 level of significance

Table-4 shows that mean of value winners and losers of badminton players are 25.10 and 21.40 respectively whereas standard deviation value of winners and losers of badminton players are 8.24 and 3.84 respectively. As the calculated' value i.e. 1.29 lesser than tabulated value i.e. 2.10 therefore null hypothesis is accepted. Graphical representation of above table is made in figure-4.

Figure-4 Mean and Standard Deviation Value of Smash among Winners and Losers
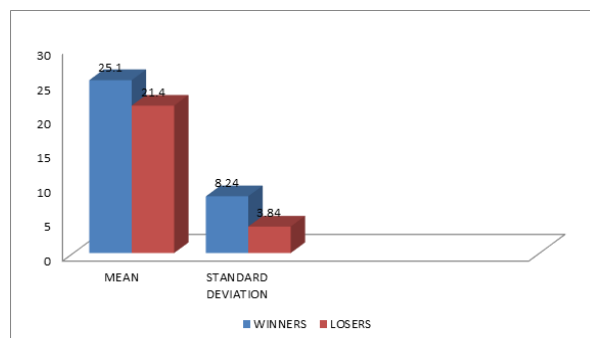

Table-5 Comparison of Drop among the Winners and Losers

P	MEAN	STANDARD DEVIATION	STANDARD ERROR MEAN	MEAN DIFFERENCE	t-VALUE
WINNERS	32.50	6.53			
LOSERS	25.80	7.16	3.06	6.70	2.19*

Significant at 0.05 level of significance

Table-5 shows that mean of value of winner and loser of badminton players are 32.50 and 25.80 respectively whereas standard deviation value of Winner and Loser of badminton is 6.53 and 7.16 respectively. As the calculated' value i.e. 2.19 greater than tabulated value i.e. 2.10. Therefore hypothesis is rejected. Graphical representation of above table is made in figure-05.

Figure-5 Mean and Standard Deviation Value of Drop among Winner and Loser in Badminton
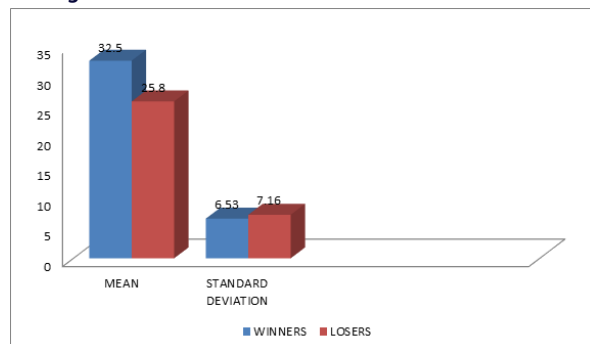
Discussion:
Within the limitation of the present study it may be concluded that: There were no significant differences found between the winners and losers of male badminton players in case of High service, short service, overhead clear and smash. Significant difference were found between the winners and losers of male badminton players only in case of Drop.

Recommendations:
A similar study may be conducted by employing players who has represented at the national level. Similar study may be taken up on female subjects. The similar study may be repeated selecting subjects belonging to different age group then those players in this study. Same kind of study may be undertaken up with large number of sample size. That a similar study may be undertaken up on the different games players.

Conclusions
The purpose of the study was to compare between the skills statistics of losers and winners male badminton players. Ten (10) winners and ten (10) losers of badminton Inter Collegiate Players was Selected for this study. The statistics investigate parameter were in relation high service, short service, overhead clear, smash and drop. The game statistics show each category of subject that is winners and losers recorded by the panel of two qualified judge. Independent's' test was to compare the winners and losers game statistics and level of significance was set at 0.05. The result was

shown that there was no difference between the comparison of game statistics between winners and losers male badminton players in case of high service, short service, overhead clear and smash and whereas significant difference was found in drop.

Tabel-1 Raw Score of Winners

SL:NO	HIGH SERVICE	SHORT SERVICE	OVERHEAD CLEAR	SMASH	DROP
1.	29	13	17	34	41
2.	7	33	41	16	37
3.	13	23	43	37	25
4.	25	11	30	13	38
5.	6	35	77	23	29
6.	29	13	17	34	41
7.	21	13	30	23	23
8.	22	12	33	27	32
9.	27	13	31	17	32
10.	17	11	19	27	27

Tabel-2 Raw Score of Losers

SL:NO	HIGH SERVICE	SHORT SERVICE	OVERHEAD CLEAR	SMASH	DROP
1.	21	19	18	21	25
2.	06	27	21	19	27
3.	14	16	26	24	16
4.	25	17	16	27	21
5.	24	13	29	24	36
6.	13	23	43	23	37
7.	17	11	22	19	22
8.	16	17	27	23	17
9.	21	09	31	13	27
10.	15	08	17	21	30

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