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**“A COMPARATIVE STUDY OF AGGRESSION, ANXIETY AND ACHIEVEMENT
MOTIVATION OF NATIONAL PLAYERS OF GUJARAT STATE.”**

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Sports are one of the avenues of mankind's never ceasing strive for excellence. Its uniqueness line in the intimacy between the physical happenings of our bodies and their repercussions on our mind; as well as in the general recognizability of the social and aesthetic values which sport's engenders. Sports evoke experiences that are exclusively human and independent of the changing from, patterns and customs of a civilization which involves profoundly modifying concepts of our environment.

Although there are many positive aspects to sport participation - as a player or spectator - athletic events are also often allied with aggressive behavior. Defined as the intention to physically, verbally, or psychologically harm someone.

Research into player aggression has identified **several factors** that might promote violence. Heat is an example; as temperatures rise, tempers flare. In baseball, this association leads to more batters being hit by pitches on hot match days than on cold days. A second situational determinant of player aggression is the point differential between two teams, with the highest degrees of aggression arising when teams are separated by a wide scoring margin. Furthermore, players on winning and losing teams exhibit different patterns of aggression as a game progress. Hence, the aggressive behavior of those on winning teams increases consistently throughout the contest, whereas individuals on losing teams are especially aggressive at the beginning of a game, and less so towards the midpoint of the competition. Presumably, athletes in the unsuccessful teams conclude that their aggressive actions are not effective and, consequently, switch to less aggressive strategies in an attempt to perform better. Finally, possibly because of frustration, a team's position in the overall league affects the degree of individual player aggression. Indeed, teams that come first tend to exhibit lower amounts of aggression than the frustrated teams who have to be content with second place and those who come last and who find it hard to justify to **themselves** their overall poor performance.

(1) The study will be delimited to Gujarat State national level male and female players.

(2) The study will focus on to the following aspects of psychometric parameters:

- (a) Aggression**
- (b) Anxiety and**
- (c) Achievement motivation**

(3) The study of the mentioned psychometric parameters will be based on the following sports,

1. Handball
2. Kho-Kho
3. Kabaddi
4. Volleyball

Selection of subject: In the study stratified random sampling technique and simple random sampling technique is more suitable for selecting the samples. 200 male and 200 female sports persons are to be surveyed for national level and inter university level in Gujarat State. The age of the subject will be between 18 to 25 years.

Selection of variables

The selection of suitable instrument or tools is of vital importance for successful research. The selection of tools is governed by the consideration of their (1) availability (2) suitability to the sample (3) reliability and validity. Keeping in view following tests were used for data collection;

1. Anxiety assessed by the “Sinha’s Anxiety test” in English version.
2. Aggression assessed by the “Aggressive test” by G.P.Mathur and RajkumariBhatnagar in English version.
3. Achievement motivation assessed by the “sports Achievement Motivation test “by V.P.Bhargva in English version.

After selecting the sample of the study and before conducting the test, they will be assured that the information obtained through the scale will be kept confidential; it will not harm them in any case. All questionnaires will be administered to all subjects under the direct supervision of the investigator. Both the test will be administered one by one after the other separately with the help of coaches or managers of the respective team.

No.	Name of variable	Grade of variable	Type of variable	Name of the level
1	Gender	Independent	2	1. Male 2. Female
2	Type of game	Independent	4	1. Handball 2. Kho-Kho 3. Kabaddi 4. Volleyball
3	Aggression	Dependent	1	Score of Aggression
4	Anxiety	Dependent	1	Score of Anxiety
5	Achievement motivation	Dependent	1	Score of Achievement
		Gender		Total
Types of game		Male players	Female players	
Kabaddi (B1)		25	25	50
Kho-Kho (B2)		25	25	50
Volley ball (B3)		25	25	50
Hand ball		25	25	50

Result and Discussion

Result and Discussion of Aggression:

: Table A:

Showing Results of ANOVA of Aggression of national sport players:

Source of Variation	Sum of Square	Df	Mean sum of Square	F	Level of Significant
Ass	612.56	1	612.56	7.93	0.01
Bss	2404.27	3	801.42	10.38	0.01
A x B	12135.51	3	4045.17	52.40	0.01
Error	30264.14	192	77.20		
Total	1.31	200			
Corrected Total	45416.48	199			

Significant level of 'F' value: 0.05 level 3.86 (df=1), 0.01 level 6.70 (df=1)
0.05 level 2.63 (df=3), 0.01 level 3.83 (df=3)

Table No: 4.1

Showing Means Scores of Aggression of national sport players - Variable-A (Gender)

	A1	A2
Mean	179.51	181.98
N	100	100

Results of ANOVA shows in Table A main and interaction group on aggression of national sport players scores, Table A - consulted and it is found that the f ratio for Ass (Gender) is 7.93 and Bss (Type of Game) is 10.39, which both are significant at 0.01 level. It means male and female sport players who plays different games significantly differ on score of aggression. By the same point of view Table 4.1 show mean score of male sport players scored 179.51 and female sport players scored 181.98, it can be said there is significant difference is existed between male and female sport players on scores of aggression. Female sport players have higher level of aggression in compare to male player. It can be seen in figure 4.1. There is significant difference found. The result is that H_{01} is rejected.

Result and Discussion of Anxiety:

: Table B :
Showing Results of ANOVA of Anxiety of national sport players:

Source of Variation	Sum of Square	Df	Mean sum of Square	F	Level of Significant
Ass	6634.10	1	6634.10	87.47	0.01
Bss	732.97	3	244.32	3.22	0.05
A x B	1402.01	3	467.34	6.16	0.01
Error	29732.62	192	75.85		
Total	333405.00	200			
Corrected Total	38501.70	199			

Significant level of 'F' value: 0.05 level 3.86 (df=1), 0.01 level 6.70 (df=1)
0.05 level 2.63 (df=3), 0.01 level 3.83 (df=3)

Table No: 4.4
Showing Means Scores of Anxiety of national sport players - Variable-A (Gender)

	A1	A2
Mean	31.23	23.08
N	100	100

Results of ANOVA shows in Table B main and interaction group on Anxiety of national sport players scores, Table B - consulted and it is found that the f ratio for Ass (Gender) is 87.47 and Bss (Type of Game) is 3.22, which both are significant. It means male and female sport players who plays different games significantly differ on score of Anxiety. By the same point of view Table 4.4 show mean score of male sport players scored 31.23 and female sport players scored 23.08, it can be said there is significant difference is existed between male and female sport players on scores of Anxiety. Male sport players have higher level of Anxiety in compare to male player. It can be seen in figure 4.4. There is significant difference found. The result is that H_{o4} is rejected.

Result and Discussion of Achievement Motivation:

: Table C :
Showing Results of ANOVA of Achievement Motivation of national sport players:

Source of Variation	Sum of Square	Df	Mean sum of Square	F	Level of Significant
Ass	1866.24	1	1866.24	57.86	0.01
Bss	1612.13	3	537.38	16.66	0.01
A x B	501.42	3	167.14	5.18	0.01
Error	12643.96	192	32.26		
Total	246544.00	200			
Corrected Total	16623.75	199			

Significant level of 'F' value: 0.05 level 3.86 (df=1), 0.01 level 6.70 (df=1)
0.05 level 2.63 (df=3), 0.01 level 3.83 (df=3)

Table No: 4.7
Showing Means Scores of Achievement Motivation of national sport players - Variable-
A (Gender)

	A1	A2
Mean	21.82	26.14
N	100	100

Results of ANOVA shows in Table C main and interaction group on Achievement Motivation of national sport player's scores, Table C - consulted and it is found that the f ratio for Ass (Gender) is 57.86 and Bss (Type of Game) is 16.66, which both are significant at 0.01 level. It means male and female sport players who plays different games significantly differ on score of Achievement Motivation. By the same point of view Table 4.7 show mean score of male sport players scored 21.82 and female sport players scored 26.14, it can be said there is significant difference is existed between male and female sport players on scores of Achievement Motivation. Female sport players have higher level of Achievement Motivation in compare to male player. It can be seen in figure 4.7. There is significant difference found. The result is that H_{07} is rejected.

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