Comparative Study of Sports Achievement Motivation between Individual and Team Game Players of Hoshiarpur

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Abstract

The purpose of the study is to achievement motivation between Individual and Team game players. Sample of 25 Individual and 25 Team game player of Government College, Hoshiarpur were selected. The Achievement Motivation of Individual and Team game players measured by the questionnaire. Collected data were analyses by computing the 't' test to see the significance difference between Individual and Team game player of Government College, Hoshiarpur. There was no significant difference in achievement motivation level of the team game and individual game players. Since the calculated value is less than the tabulated value. So that the hypothesis of the study or the null hypothesis may be accepted.

Introduction

By nature human being are competitive and ambitious for the excellence in all athletic performance. Psychological as a behavioral science has made its contribution for improving sports performance. It has helped coaches to coach more effectively and athletics to perform more proficiently. This psychological aspect of sport is gaining much attention among sports administrators. The success and failure of individual athletes depends upon the blinding of physical ability, conditioning, training, mental preparation and the ability to perform well under pressure. It is not heard, coaches and athletes express disbeliefs on how poorly their tem performed against a certain opponent or how they feel apart in a crucial situation.

Motivation is essential to the learning process .The old saying "You can lead a horse to the water but you cannot make it drink, is an excellent way to describe the function of motivation in learning. People can be placed in learning situation but if they are not motivated, they will not learn. In the absence of proper motivation, can only learning process but life itself become an uphill task, Motivation then is considered as that process by which a child may be prepared to responding to the situation which are directed towards the achievement of certain predestined goals or objective .In the field of physical education and sport, no athletes can win or show better performance without motivation.

Motivation in generally is a process which indicates why people participate is sport the way they do. The urge to run and play when young, to excel when competing to struggle , when hundred to prove something when challenged to escape when confined , to aggressive when angered , and to feel when frightened are typical of man as he matures and develop and moves through life's many dangerous and competitive situations. Motivation in general is a process which indicates why people participate in sports, the way they do. The urge to run and play when young. To exact when competing to struggle when continue, to be aggressive when anger to take when tightness still of

man as to matures & develops & moves through life's many dangerous & competitive situations.

The basis of achievement motivation is achievement motive, i.e., a motive to active. Those who engage themselves in a task on account of an achievement motivate said to works under true spirit of achievement motivation. Achievement motive comes into picture when an individual knows that his performance will be evaluates that the consequence of his performance will produce or feeling of prize in accomplishment.

The present study was undertaken to find out and compare the sport achievement motivation between players of various institution of Panjab University. In modern days of sport, psychological aspects of the player a major role in training and high performance that's why investigation of various psychological aspects related to particularly sport and their relation has been a prime importance.

Procedure and Methodology

The objective of the present study was to find the Sports Achievement Motivation between Individual and Team Game Players of Hoshiarpur. For the purpose 50 player (25 Individual and 25 Team Games) were selected randomly. The 't'- ratio was used to compare the Achievement Motivation level of individual and team game players.

Results and Discussion
Table 1 represents the data collected for achievement motivation for individual and team game players

Table I
Psychological profiles of Panjab University team game and individual game players on the basis of Raw Scores

S.NO.	TEAM GAME	INDIVIDUAL GAME
1	25	26
2	27	24
3	24	27
4	29	28
5	30	28
6	31	30
7	24	31
8	26	29
9	29	24

10	28	27
11	26	25
12	27	26
13	27	29
14	25	31
15	29	28
16	30	25
17	31	27
18	30	29
19	30	30
20	26	30
21	25	24
22	28	27
23	26	25
24	24	30
25	25	28

Table II
Percentage of Responses of Team Game Players

S.NO.	CLASSIFICATION	RESPONSES	PERCENTAGE
1	Low 0-24	3	12%
2	Moderate 24-30	20	80%
3	High 30 above	2	8%

In table II sports achievements motivation level in low classification range between 0-24 is 3 and percentage 12%. Moderate achievements motivation players are 20 and percentage 80% and high level of achievements motivation players is 2 and percentage 8%.

Table III
Percentage of Responses of Individual Game Players

S.NO.	CLASSIFICATION	RESPONSES	PERCENTAGE
1	Low 0-24	3	12%
2	Moderate 24-30	20	80%
3	High 30 above	2	8%

In table III sports achievements motivation level in low classification range between 0-24 is 3 and percentage 12%. Moderate achievements motivation players are 20 and percentage 80% and high level of achievements motivation players is 2 and percentage 8%.

Findings

Calculation of mean, standard deviation and t-ratio of individual and team game players.

Table IV
Calculation of Mean, Standard Deviation and t-Ratio of Individual Game & Team Game Players

SPORTS ACHIEVEMENT	NO. of Players in each group	Team games		Individual games		"t" value	Tabulated value	Significant difference
		Mean	S.D	Mean	S.D			

MOTIVATION	25	27.28	2.25	27.52	2.17	0.4	2.000	NO

Tabulated value of 't' at the significance level of 0.05 is 2.028 i.e. $t_{(0.05)}$ (d. f. 48) = 2.011.The calculated value of 't' is 0.4.The calculated value of 't' ratio is less than the tabulated value. Therefore, the research hypothesis may be rejected.

Conclusion

Within the limitation of the present study and on the basis of results obtained the following conclusions were drawn:-There was no significant difference in achievement motivation level of the team game and individual game players. Since the calculated value is less than the tabulated value. So that the hypothesis of the study or the null hypothesis may be accepted.

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