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Comparative Analysis of Team effectiveness Achievement Motivation among Badminton, Basket Ball and Foot Ball players

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Abstract

The purpose of this study was to find out the compare and analyse of Team effectiveness Achievement Motivation among Badminton, Basketball and Football players. To achieve the purpose of the study, 90 subjects (30 players from each game) were selected randomly as subjects. The age of the subjects ranged from 18 to 25 years. The static group comparison design was used for this Study. All the subjects responded to the questionnaire to assess the psychological variables. The collected data from the two factors, namely, game and groups were statistically analysed by using two-way (3x4) factorial Analysis of Variance (ANOVA).

Keywords: achievement motivation, badminton, basketball and football

1. Introduction

Sports performance has dramatically progressed over the past few decades. Performance levels that are unimaginable and unmatched in earlier days are now common and the number of athletes capable of outstanding results is increasing. One among the contributing factors is that sports is a challenging field and intense motivation has encouraged long and hard hours of work. Also, coaching has become more sophisticated, partially from the assistance of Sports Specialists and Scientists. Sports Sciences have progressed from descriptive to scientific. Bompa (1999) opines that a broader base of knowledge about sports existing now is reflected in training methodology.

Sports in the present world have become extremely competitive. It is not the mere participation or practice that brings out victory to an individual. All the coaches, trainers, physical education personnel and doctors are doing their best to improve the performance of the players of their country. Supplementing this, Ghuman and Dhillan (2000) add that, Athletes/players of all the countries are trying hard to bring laurels/medals for their countries in International competitions.

Today's athletes face some unique challenges. The standards are higher, the competition is tougher, and the stakes are greater. Among the best, preparation is more complete, and the psychological component is more important than ever before.

'Terry Orlick (1986) is critical while driving home', a pint that high performance amateur athletes of yester years may have been able to distinguish themselves in competitions without developing a highly refined mental game plan, but to hope for that today is much like hoping that God will come down during the time to tell you how to turn a game around.

1.1. Purpose of the Study

The purpose of this study was to find out the compare and analyse of Team effectiveness Achievement Motivation among Badminton, Basketball and Football players.

2. Methodology

The purpose of this study was to find out the compare and analyse of Team effectiveness Achievement Motivation among Badminton, Basketball and Football players. To achieve the purpose of the study, 90 subjects (30 players from each game) were selected randomly as subjects. The age of the subjects ranged from 18 to 25 years. The static group comparison design was used for this Study. All the subjects responded to the questionnaire to assess the psychological variables. The collected data from the two factors, namely, game and groups were statistically analysed by using two-way (3x4) factorial Analysis of Variance (ANOVA)

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3. Results

Table I: The Mean and Standard Deviation on Achievement Motivation of Badminton, Basketball and Football Players

Groups		Group I	Group II	Group III	Group IV
Badminton	Mean	37.43	34.47	37.43	35.33
	SD	2.01	2.18	1.43	2.09
Basketball	Mean	34.03	37.37	35.63	34.97
	SD	1.81	1.88	2.13	1.97
Football	Mean	37.40	36.67	34.53	34.90
	SD	1.54	1.88	2.03	2.09

(Scores on Achievement Motivation are expressed in points)

The mean values of Badminton, Basketball and Football among Four groups on Achievement Motivation.

Table 2: Two-Factor Anova on Achievement Motivation of Badminton, Basketball and Football among Four Groups

Source of Variance	Sum of Squares	df	Mean Squares	Obtained F-ratio
A factor (Games)	26.81	2	13.40	3.59
B factor (Four groups)	81.61	3	27.20	7.28
AB factor (Interaction) (Games and four groups)	471.42	6	78.57	21.02
Error I	1300.77	348	3.74	

*Significant at 0.05 level

(Table values required for significance at 0.05 level with df2 & 348; 3 & 348; and 6 & 348 are 3.03, 2.64 and 2.13respectively.)

From the above Table, the obtained F-ratio for Factor A(games) is 3.59, which is greater than the table value of 3.03with df 2 and 348 required for significance at 0.05 level of confidence. The result of the study indicates that there is a significant difference between the paired means of Factor A (Games) on Achievement motivation.

Table above shows that the obtained F-ratio for Factor B (four groups) is 7.28, which is greater than the table value of 2.63with df 3 and 348 required for significance at 0.05 level of confidence. The result of the study indicates that there is a significant difference among the paired means of Factor B (four groups) on Achievement motivation.

From the above Table, the obtained F-ratio value of interaction factor A x B (games x four groups) is 21.02, which is greater than the table value of 2.13 with df 6 and 348 required for significance at 0.05 level of confidence. The result of the study shows that there is a significant difference among the paired means of interaction factor A x B (games x four groups) on Achievement motivation.

The main focus is usually on the interaction, it is sufficient to discuss the interaction effect only. Hence, the interaction effect only is discussed.

The results of the study indicate that there was a significant difference in the interaction effect [between rows (games) and columns (four groups)] on Achievement motivation.

Since the interaction effect is a significant, the simple effect testis applied as follow-up test and the results are presented in Table III.

Table 3: The Simple Effect Test Scores of Games (Rows) and Four Groups (Columns) On Achievement Motivation

Source of Variance	Sum of Squares	df	Mean Squares	Obtained F-ratio
Four groups within Badminton	203.8	3	67.93	18.17*
Four groups within Basketball	178.13	3	59.38	15.89*
Four groups within Football	171.09	3	57.03	15.26*
Games within Group I	228.96	2	114.48	30.63*
Games within Group II	137.4	2	68.70	18.38*
Games within Group III	128.6	2	64.30	17.20*
Games within Group IV	3.27	2	1.64	0.44
Error	1300.77	348	3.74	

*Significant at 0.05 level of confidence

(Table values required for significance at 0.05 level with df3 and 348, & 2 and 348 are 2.63 and 3.03 respectively.)

Table above shows that F-ratio values obtained for four states within Kabaddi; four groups within Football; and four groups within Basketball are 18.17, 15.89 and 15.26 respectively, which are higher than the table value of 2.63 with df 3 and 348 required for significance at 0.05 level of confidence. The result of the study indicates that there was a significant difference between the paired means of four groups within Kabaddi; four states within Football; and four groups within Basketball on Achievement motivation.

The table above shows that the obtained F-ratio value for games within Group I; games within Group II; and games within Group IV; are 30.63, 18.38 and 17.20 respectively, which are greater than the table value of 3.03 with df 2 and 348 required for significance at 0.05 level of confidence. The result of the study indicates that there is significant difference between the paired means of games within Group I; games within Group II; and games within Group IV; on Achievement motivation.

4. Findings

In Achievement Motivation, Badminton players were found better than the Basketball and Football players in Group I. Football players were found better than the Basketball and Badminton players in Group II. Football players were found better than the Badminton and Basketball players in Group III and Group IV. Group I were performed better than the Group III, Group IV and Group II Badminton players. Group II football players were performed better than the Group IV, Group III, and Group I. Group I Basketball players were good when compared to the Group II, Group III and Group IV players.

5. Conclusions

1. There was a significant difference among Badminton, Basketball and Football as well as among four Groups such as four groups on the Achievement Motivation.
2. There was no significant difference among three games and four groups on sharing.

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