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## Study of sociability and self concept among successful players and unsuccessful players

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### Abstract

The main purpose of the present study is to examine the sociability and self concept among successful players and unsuccessful players. For the present study 30 Sample were belongings to Sirsa (Haryana), 15 subjects were successful players and 15 subjects unsuccessful players. The age range of subjects was 18-26 years. Purposive non-probability sampling technique was used. Tools: 1) Sentence Completion Test is developed and standardized by L. N. Dubey and archana dubey. 2) Self-Concept Scale (SCQ): This scale was constructed and standardize by Dr. Raj Kumar Saraswat. Results show that successful players have significantly high sociability and significantly high self concept than the unsuccessful players.

**Keywords:** Comparative Study, Successful Players and Unsuccessful Players, Sociability and Self Concept.

### Introduction

Sociability is a notion derived from the concept of sociability, introduced by sociologist Georg Simmel to describe the play-form of social life and the joy and imagination that accompany the experience of the social. Sociability is defined by Simmel as the play-form of sociation, that is, the pleasurable, joyful and delightful experience that comes out of people's interaction in society. Imagine the perfect social situation, when you are having fun with peers, chatting, laughing, joking and enjoying the sheer delight of being together. For Simmel this experience is the essence of sociability. This pure pleasure of sociability is possible because we are able to detach ourselves from the real, material and concrete forms of social life that involve structures and positionings, usually related to hierarchies and inequality in social fields. If we abstract from wealth, position and power, if we forget status and other burdens of 'real' life, then we can playfully engage in the game of sociability, of enjoying the presence of others, or playing the conversational and relational games that make conviviality and shared experience. Simmel mentions social games, coquetry and conversation as typical of this state of playing society that is sociability.

In Underground Sociabilities we engage with the concept of sociability at various levels:

- We seek to uncover the sociability of favela life, usually hidden by social segregation and exclusion. Underground sociabilities tend to remain invisible and thus underground; they take place behind a curtain of segregation that does not permit its forms to come into the full light of an integrated public sphere. This project shares the goal of making the invisible visible and crossing symbolic barriers in segregated urban spaces.
- We seek to identify how the bonding and playful energies of sociability operate as a tool for re-writing individual lives, regenerating social spaces and connecting the city. A central marker of Brazilian culture, sociability as playfulness is particularly present in favela culture, both as expression of cultural identity and as an act of resistance against harsh conditions of living.
- We draw on Simmel's analogy of sociability with play, game and art to emphasise the power of the imagination as a central resource for regenerating individual and social lives.

Underground Sociabilities are fighting back, bringing to the surface of the city the voice, the conversations and the playfulness of favela culture.

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Sociability is a personality trait, the ability to be fond of the company of others; people who are sociable are inclined to seek out the opportunity of social contact with others. A prominent example is ethnic sociability which is a measure of the degree to which certain ethnic groups are able to interact with people from other ethnic groups. Often non-English speaking immigrants are unable to communicate effectively with English speaking citizens of North America due to language barriers which lead to an unintended low ethnic sociability. Although this low ethnic sociability may be more a matter of perception than real. The fact that non-English speaking immigrants come to America actually shows more their courage and willingness to move and adapt to a different culture even when many Americans do not welcome them. The English only speaking citizens may actually be displaying low ethnic sociability when not welcoming the new immigrants with their different customs and ideas.

One's self-concept (also called self-construction, self-identity, self-perspective or self-structure) is a collection of beliefs about oneself that includes elements such as academic performance, gender roles, sexuality, and racial identity. Generally, self-concept embodies the answer to "Who am I?". One's self-concept is made up of self-schemas, and their past, present, and future selves.

Self-concept is distinguishable from self-awareness, which refers to the extent to which self-knowledge is defined, consistent, and currently applicable to one's attitudes and dispositions. Self-concept also differs from self-esteem: self-concept is a cognitive or descriptive component of one's self (e.g. "I am a fast runner"), while self-esteem is evaluative and opinionated (e.g. "I feel good about being a fast runner").

Self-concept is made up of one's self-schemas, and interacts with self-esteem, self-knowledge, and the social self to form the self as whole. It includes the past, present, and future selves, where future selves (or possible selves) represent individuals' ideas of what they might become, what they would like to become, or what they are afraid of becoming. Possible selves may function as incentives for certain behavior.

The perception people have about their past or future selves is related to the perception of their current selves. The temporal self-appraisal theory argues that people have a tendency to maintain a positive self-evaluation by distancing themselves from their negative self and paying more attention to their positive one. In addition, people have a tendency to perceive the past self-less favorably (e.g. "I'm better than I used to be") and the future self-more positively.

**Aim of the Study**

- The main purpose of the present study is to examine the sociability and self-concept among successful players and unsuccessful players.

**Hypotheses**

- There was no significant difference between successful players and unsuccessful players with respect to sociability.
- There was no significant difference between successful players and unsuccessful players with respect to self-concept.

**Methodology**

**Sample**

For the present study 30 Sample were belongings to Sirsa (Haryana), 15 subjects were successful players and 15 subject's unsuccessful players. The age range of subjects was

18-26 years. Purposive non-probability sampling technique was used.

**Tools**

**Sentence Completion Test**

This test is developed and standardized by L. N. Dubey and Archana Dubey. The test consisted of 50 Items and It measures certain personality traits — sociability, self-confidence and ambitions. All the sentences are so framed that they lead to reveal the positive or negative aspects related to one's trait are highly reliable and valid test.

**Self-Concept Scale (SCQ)**

This scale was constructed and standardize by Dr. Raj Kumar Saraswat. The inventory consists of 48 items, each item is provided with five alternatives 'Strongly Agree', 'more agree', 'agree', 'disagree', and 'disagree', Reliability of the inventory was found by test retest method, and it was found to be. 91 for the total self-concept measure.

**Procedures of data collection**

Sentence Completion scale and self-concept scale were administered individuals as well as a small group. While collecting the data for the study the later approaches was adopted.

**Result and Discussion**

**Table I:** Mean Std. Deviation and t values of successful players and unsuccessful players respect to sociability and self-concept.

Dimension	Successful (N=15)		Unsuccessful (N=15)		‘t’
	Mean	SD	Mean	SD	
Sociability	12.37	3.89	8.91	3.22	5.84
Self-Concept	161.42	11.29	144.96	9.74	6.83

*p*<.01.

Result showed that the Mean of successful players on dimension sociability was 12.37 and mean of unsuccessful players on dimension sociability was 8.91, the difference between the two mean was highly significant *t* = 5.84., *p*<.01.

Second Result showed that the Mean of successful players on dimension self-concept was 161.42 and mean of unsuccessful players on dimension self-concept was 144.96, the difference between the two mean was highly significant *t* = 6.83., *p*<.01.

**Conclusion**

Null hypothesis had been rejecting there was no significant difference between successful players and unsuccessful players with respect to sociability. And alternative hypothesis was accepted successful players had significantly high sociability than the unsuccessful players.

Null hypothesis had been rejecting there was no significant difference between successful players and unsuccessful players with respect to self-concept. And alternative hypothesis was accepted successful players had significantly high self-concept than the unsuccessful players.

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