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## Comparative study of aggression and will to win between individual and team game players

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### Abstract

The main purpose of this study was to investigate the aggression and will to win between individual and team game players of Sant Gadge Baba Amravati University Amravati. The data obtained from the responses given by inter-collegiate players on will to win through standard questionnaire prepared by Anand Kumar and Prem Shankar Shukla and The standard Questionnaire of Aggression constructed by R.L. Bhardwaj scale was used. The data was collected qualitatively on two tests aggression and will to win of individual game players (N=30), and team game players. (N=30), from Sant Gadge Baba Amravati University Amravati, were analyzed by using the data was analyzed by using appropriate statistical techniques, viz. Mean, Standard Deviation and 't' test to find out the significant difference among the selected variables the aggression and will to win of individual and team game players of Sant Gadge Baba Amravati University, Amravati and the subjects were selected by using Random sampling method from both. The research scholar's own understanding, it was hypothesized that, there would be significant difference of Aggression and will to win between individual and team game players.

**Keywords:** Aggression, will to win, individual, team game players

### Introduction

In sports today, aggression plays a major role. According to research it is apparent that sports is perhaps the only setting in which acts of inter personal aggression are not tolerated, but enthusiastically applauded by large segments of society. Aggression is a part of human behavior and is necessary for an individual to live and struggle for higher achievements. Struggle for supremacy, dominance, and excellence in sports obviously involves aggression. Aggression in one form or the other is inevitable and inescapable in sports activities. When hostility takes over aggression, the situation becomes alarming and it becomes an anti-social behavior. Aggression may help into performance of an athlete because it arouses the athlete to put in harder effort of the success of the team. Athletes must be helped to reduce and control aggression in order to play calmly and perform the best. Appropriate level of aggression as permitted under the rules governing the game tends to improve the skill and enhance the effort and on the other hand, high or low level of aggression will hamper and retard the performance in sports.

Will to win is defined as the intensity of the desire to defeat an opponent or to exceed some performance standard in a given sport. Individual high in will to win should be very competitive and should feel that winning is the major (if not only) reason for competing. Winnig or losing should affect their sense of self-esteem. Will to win is also related to competence and some aspects of aggression.

### Methodology

The main purpose of this study was to investigate the aggression and will to win between individual and team game players of Sant Gadge Baba Amravati University, Amravati. It was hypothesized that, there would be significant difference of Aggression and will to win between individual and team game players.

### Source of Data

The collection of data regarding the comparative study of aggression and will to win between

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individual and team game players of Sant Gadge Baba Amravati University, Amravati. The subjects are selected by the researcher from different colleges of Amravati city which are under the SGBAU Amravati viz. H.V.P.M Degree college of Physical Education, P.G Department of physical education. All of these selected subjects act as the source for the collection of data.

**Selection of Subject**

60 subjects were selected for this study. 30 individual game players and 30 team game players.

**Sampling Method**

The subjects were selected by simple random sampling method.

**Criterion Measures**

Following are the criterion measures which were responsible for collection of data, to testing the hypothesis.

**Will to win**

The investigator has used standard questionnaire developed by Anand Kumar and Prem Shankar Shukla to collect the data on Will to win. It contains 14 items.

**Aggression**

The standard Questionnaire of Aggression constructed by R. L. Bhardwaj scale, was used to know the aggression of Individual and Team Game Players for the collection of data. It contains 28 items. These Questionnaires will be distributed among the individual and team game players and the data will be collected and analyzed. These types of Questionnaires are associated with particular validity and reliability which is reliable for the study.

**Statistical Analysis and Interpretation of Data**

The data obtained from the responses given by inter-collegiate players on will to win through standard questionnaire prepared by Anand Kumar and Prem Shankar Shukla and The standard Questionnaire of Aggression constructed by R.L. Bhardwaj scale was used. The data was collected qualitatively on two tests aggression and will to win of individual game players (N=30), and team game players. (N=30), from Sant Gadge Baba Amravati University Amravati, were analyzed by using the data was analyzed by using appropriate statistical techniques, viz. Mean, Standard Deviation and ‘t’ test to find out the significant difference among the selected variables the aggression and will to win of individual and team game players of Sant Gadge Baba Amravati University, Amravati.

**Findings**

The data is collected from 60-male subjects i.e. from 30 male subjects as individual game players and 30 male subjects as team game players and after that the collected data was analyzed by comparing the means of individual and team game players and was again statistically analyzed by applying t-test to check the significant difference among selected variables. Therefore separate tables and graphs have been presented for each variable. Each table gives the mean of individual and team game players. Also the researcher found the standard deviation of individual and team game players and also their mean difference is also been given in the table. The level of significance for the present study is kept at 0.05 level of significance and also the degree of freedom is also been kept in mind for the calculation of tabulated ‘t’ which is then compared with the calculated ‘t’. This is used for testing of hypothesis which was given by the researcher previously.

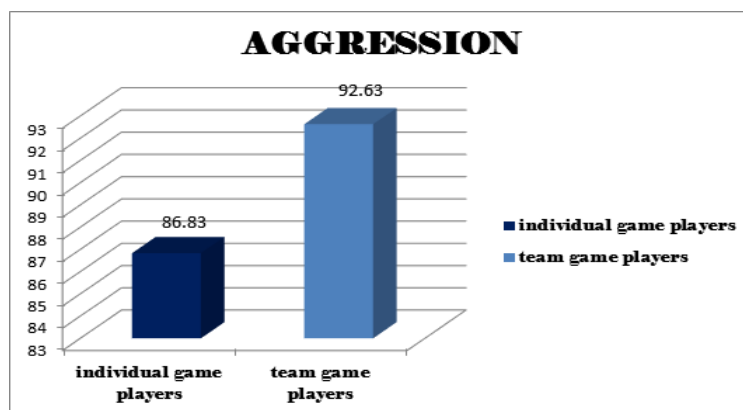
**Table 1:** Comparison Of Aggression Between individual and team game players

Group	Mean	S.D.	M.D.	S.E	D.F.	O.T.	T.T.
Individual	86.83	40.18	5.8	10.91	58	0.53	2.00
Team	92.63	44.28					

\*Level of Significance = 0.05  
 Tabulated ‘t’ 0.05 (58) = 2.00

Table-1 reveals that there is difference between means of individual and team game players, because the mean of individual game players is 86.83, less than team game players which is 92.63, and their mean difference is 5.8 and standard error is 10.91. To check the significant difference of Aggression level of individual and team game players the data is analyzed by applying ‘t’ test. Before applying test, standard deviation is calculated between individual and team

game players which is 40.18 and 44.28 respectively. After applying ‘t’ test it was found that there is insignificant difference in Aggression level between individual and team game players because value of calculated ‘t’ (0.53) which is less than tabulated ‘t’ (2.00) at 0.05 level of significance, which indicates or shows that there is insignificant difference in Aggression between individual and team game players. So the researcher’s pre assumed has been rejected.



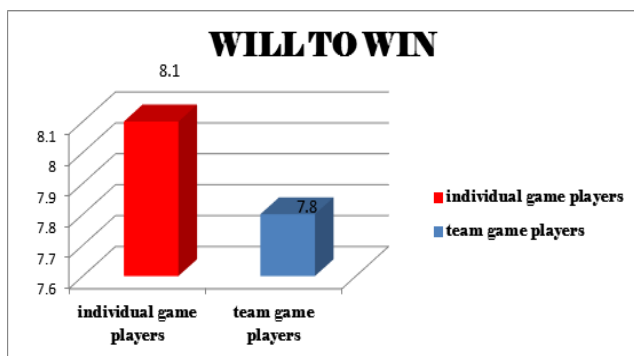
**Graph 1:** Graphical Representation of Mean Difference Aggression between individual and team game players

**Table 2:** Comparison of will to win between individual and team game players

Group	Mean	S.D.	M.D.	S.E	D.F.	O.T.	T.T.
Individual	8.1	15.48	0.3	4.025	58	0.074	2.00
Team	7.8	15.69					

\*Level of Significance = 0.05, Tabulated 't' 0.05 (58) = 2.00

Table-1 reveals that there is difference between means of individual and team game players, because the mean of individual game players is 8.1, which is greater than the mean of team game players which is 7.8, their mean difference is 0.3 and standard error found is 4.025. To check the significant difference of will to win of individual and team game players the data is analyzed by applying 't' test. Before applying test, standard deviation is calculated between individual and team game players which is 15.48 and 15.69 respectively. After applying 't' test it was found that there is insignificant difference in will to win between individual and team game players because value of calculated 't' (0.074) which is lesser than tabulated 't' (2.00) at 0.05 level of significance, which indicates or shows that there is insignificant difference in will to win between individual and team game players. So the researcher's pre assumed has been rejected.



**Graph 2:** Graphical Representation of Mean Difference Will to win between individual and team game players

### Discussion on Hypothesis

In the earlier time the researcher was hypothesized that there will be a significant difference in aggression and will to win between individual and team game players.

The finding of the present study has revealed that there is insignificant difference in aggression and will to win between individual and team game players. Hence, the hypothesis given by the researcher is rejected.

### Conclusion

Lastly researcher concludes that in this study aggression of individual game player is high than team game players, because one player has lot of burden and totally depend on one's own self, according the analysis of data. So here we can say that Aggression plays an important role in every competition because when serious conditions arises during game the aggression of players dominant the others and they achieve their goal. Aggression is must for both players especially for individual game players in critical situations to face the hardships.

The curiosity of Will to win finds in all the players because everyone wants to win the game and to achieve great heights, here in this study the level of will to win is more in individual game players as compared to team game players, with the limitations of the study and from the statistical analysis of the collected data it is concluded that. There is found insignificant difference in aggression and will to win of individual and

team game players of Sant Gadge Baba Amravati University Amravati. Hence the pre assumed of the researcher has been rejected.

### Recommendations of the study

1. A similar study of comparison between aggression and Will to win of individual and team game players of national and international players can be taken.
2. The same study may be conducted to compare the Will to win and aggression of Physical Education and other Professional Students of Amravati university.
3. The same study may be conducted to compare the Will to win and aggression of field event players and different sports players will be taken.
4. To make this study more authentic and valid, the study may be repeated on the larger sample.
5. The result of this study will be helpful to both individual and team game players to know the relationship of will to win and aggression level.
6. A similar study will be taken to compare the defenders and attackers of soccer players.
7. The study can be used in increasing level of game by players, coaches and trainers.
8. This type of Study can be done on woman, school children and senior players.
9. This type of study may be conducted on national and elite players too.
10. It is recommended that similar study may be conducted on teachers on the basis of gender differences.

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