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**A Comparative Study of Endurance, Aggression and Dominance among  
 Team Game Players and Individual Game Players**

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**Introduction:**

Personality and sport has proved a rather more fruitful area of study, and some important differences between the personalities of successful athletes in different sports have emerged. This is perhaps unsurprising when we consider the varying demands of different sports. In the Schurr et al (1977) study, although relatively few differences emerged between athletes and non-athletes, considerable differences were found between team and individual players. Team players emerged as more anxious and extrovert than individual competitors. Another important distinction has emerged between the personalities of those taking part in high- and low-risk sports. Breivik (1996) administered the 16PF to 38 elite Norwegian climbers and found a distinctive profile characterized by very high levels of stability, extraversion and adventure seeking. In another study, Freixanet (1999) administered the EPQ to a range of high-risk sports participants, including 72 mountaineers, and a control group of low-risk athletes. The mountaineers and other high-risk athletes were characterized by significantly higher levels of extraversion and low levels of neuroticism. Other high-risk sports have also attracted attention. Using the NEO-PI, Diehm & Armatas (2004) compared the personality of 44 golfers (low-risk) and 41 surfers (high-risk). Surfers emerged as significantly higher on the openness scale, meaning that they were more open to new experiences.

**Aggression**

Extroverted people are often involved in sports which require a degree of aggression. Aggression can be a negative, although as long as it is controlled, it can also become a positive. There are two types of aggression:

**Indirect aggression**

- This means taking the aggression out on an object
- For example the ball in golf, tennis or football

**Direct aggression**

- The aggression is in the direction of another player
- Involves physical contact such as a rugby tackle or in wrestling or boxing

Aggression can sometimes be the same as being assertive and determined, in non-contact sports especially, this is usually a good thing. In contact sports, aggression, if uncontrolled, can lead to rule breaking and injuring the opponent.

Nicola Cogan, R.i.f Brown (Sep, 1999) Metamotivational dominance, states and injuries in risk and safe sports. Male risk sport participants (36 snowboarders) were compared with male safe sport participants (26 badminton players) using the Telic Dominance Scale [Murgatroyd, S., Rushton, C., Apter, M.J., and Ray, C. (1978) The development of the telic dominance scale. *Journal of Personality Assessment*, 42, 519–527] and the Negativistic Dominance Scale [McDermott, M.R., and Apter, M. J. (1988). The Negativism Dominance Scale. In M. J. Apter, J.H. Kerr, and M.P. Cowles (Eds.), *Progress in reversal theory*. Amsterdam: North-Holland] and the Telic/Paratelic State Instrument. Subjects also completed an Injury Behaviour Checklist giving information on

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the objective risk of the sports pursued. Risk sportsmen scored significantly lower than safe sportsmen on the TDS total score and on the Serious-Mindedness and Arousal Avoidance subscales, but there were no significant differences in Planning Orientation. Risk sportsmen scored significantly higher than safe on total NDS and on the Proactive subscale but not on the Reactive subscale. Analysis of T/PSI scores showed that both groups remained in their dominant state throughout the time course of the investigation. Risk sportsmen received more frequent and more serious injuries throughout the period of study and both TDS and NDS scores were significantly correlated with number of injuries. Discussion of high-risk sport as a way of meeting arousal, escape and control needs, and as expressing rebellion is related to values and stereotypes involved in risky sports and to implications in identifying possible addictions and preventing injuries.

**Method:**

**Objective and Aim of the study:**

- 1) To examine the endurance, aggression and dominance among team game players and individual game players.

**Hypotheses:**

- 1) Team game players have significantly high endurance than the individual game players.
- 2) Team game players have significantly high aggression than the individual game players.
- 3) Team game players have significantly high dominance than the individual game players.

**Sample:**

For the present study 200 Sample were selected from Dr Babasaheb ambedkar marathwada university and college, Aurangabad, Maharashtra, India. The effective sample consisted of 200 subjects, out of whom 100 team game players and 100 individual game players. The age range of subjects was 18-25years Ratio were 1:1; Non- probability accidental and purposive sampling was used.

**Tools**

**Tripathi Personal Preference Schedule (1973) (TPPS):**

This test is developed and standardized by Ram rishi tripathi. the 225 items are rated on a two 'ka' or 'kha' alternatives. Theses two sets of coefficients: one for internal consistency and the order foe stability are .76 and highly valid.

**Procedures of data collection**

For data collection first permission has been taken from respective sources than the despondence has been selected for data collection. Personal data sheet (PDS) has been given to collect the preliminary information with respect to subject's related variables then standardized test administer to the subjects.

Before that rapport was established with subjects. And they have been told that their responses were kept confidential and the information is used for research purpose only.

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**Variable**

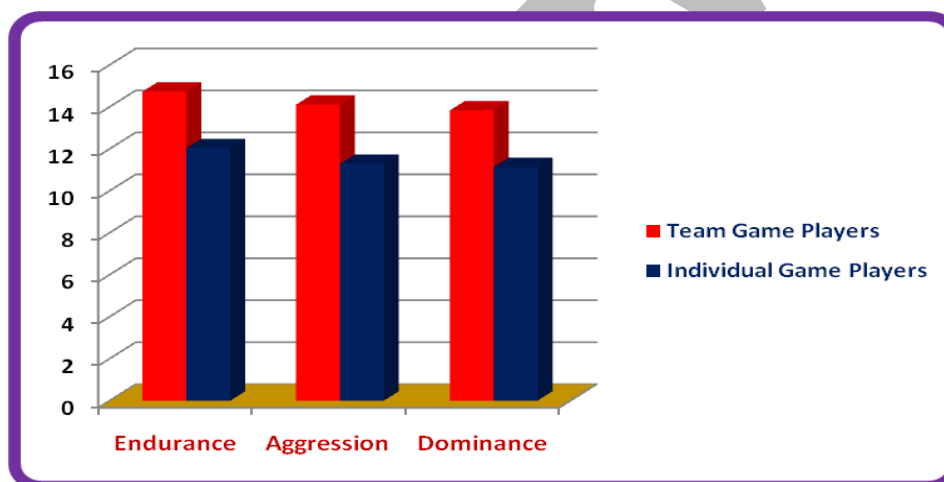
**Independent variable-** 1) **Game players** a) Team b) Individual

**Dependent Variable**  
 1) Endurance  
 2) Aggression  
 3) Dominance

**Statistical Analysis and Discussion**

Athletes and Non-Athletes Shows the mean S.D and t value of “Personality characteristics”

| Group             | Team Game Players |      | Individual Game Players |      |     |        |
|-------------------|-------------------|------|-------------------------|------|-----|--------|
|                   | Mean              | SD   | Mean                    | SD   | DF  | t      |
| <b>Endurance</b>  | 14.73             | 2.29 | 12.03                   | 2.03 | 198 | 8.73** |
| <b>Aggression</b> | 14.11             | 3.13 | 11.29                   | 2.41 | 198 | 7.14** |
| <b>Dominance</b>  | 13.83             | 4.40 | 11.13                   | 3.69 | 198 | 4.70** |



The results related to the hypothesis have been recorded. Mean of endurance of the team game player is 14.73 and individual game players Mean is 12.03 the difference between the two mean is highly significant ( $t' = 8.73$ ,  $df = 198$ ,  $P < 0.01$ ).

Aggression of the team game player is 14.11 and individual game players Mean is 11.29 the difference between the two mean is highly significant ( $t' = 7.14$ ,  $df = 198$ ,  $P < 0.01$ ).

Dominance of the team game player is 13.83 and individual game players Mean is 11.13 the difference between the two mean is highly significant ( $t' = 4.70$ ,  $df = 198$ ,  $P < 0.01$ ).

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**Results:**

1. Team game players have significantly high endurance than the individual game players.
2. Team game players have significantly high aggression than the individual game players.
3. Team game players have significantly high dominance than the individual game players.

**References:**

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