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ORIGINAL ARTICLE

"Effect of Socio-economic Status and Area of Residence on Aggression and Neuroticism of National Kabaddi players"

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Abstract:

The present study was undertaken Sample of the study 80 players. The purpose of the study was to find out the effect of socio-economic status and area of residence on aggression and neuroticism of national kabadddi players. Hypothesis 1. There will be significant difference in between high socio-economic status national kabaddi players and low socio-economic status national kabaddi players Dimension of aggression. 2. There will be significant difference in between high socio-economic status national kabaddi players and low socio-economic status national kabaddi players Dimension of neuroticism. 3. Rural national kabaddi players will be high aggression than the urban national kabaddi players.

4. Rural national kabaddi players will be high neuroticism than the urban national kabaddi players. Aggression scale by Roma Pal and Naqvi and NEOP Inventory by Paul T. Costa, Jr., Ph.D. & Robert R. McCrae, were used the study. Besides these, a PDS was used to get the other necessary information relating to the respondents. It was conclusion that 1. Low socio-economic status national level kabaddi players had significantly high aggression than the high socio-economic status national level kabaddi players. 2. Rural national level kabaddi players had significantly high Neuroticism than the urban national level kabaddi players. 3. Low socio-economic status national level kabaddi players had significantly high neuroticism than the high socio-economic status national level kabaddi players. 3. Rural national level kabaddi players had significantly high Neuroticism than the urban national level kabaddi players.

INTRODUCTION:

There are some games, which are played in India and were born in India. One of such games is the game of Kabbadi. This game is actually a team sport, which has originated from South Asia. This is a game, which is very popular throughout South Asia and Southeast Asia. This game is also the national game of Bangladesh. This game is also a favorite in some of the states of India. It is a game that requires strength, stamina, agility and most importantly the hand eye coordination. This is a simple game in which a person who is known as the "raider" goes to one side where 4 teammates will be holding hands in a semi-circle. The raider who goes inside has to touch any one of the teammates and immediately run back to his line. However one has to keep in mind that he will have to keep repeating the word "Kabbadi" until he reaches the line while holding his breathe. On the other side the teammates have to grab the raider down before he reaches his line.

NEUROTICISM

Self-deprecating comedians and complainers wear their neuroticism as a badge of honor. In truth, the negatively biased are more prone to depression, anxiety, self-consciousness and hypochondria, to name just a few behavioral tripwires. Neuroticism is no fun for anyone. The good news: all personality traits,

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including emotional instability, exist on a continuum, in this case from the very neurotic to the implacably stable. If you can laugh at your hang-ups, you're probably not that neurotic to begin with.

The difference between winning and losing in competitive sports often comes down to the smallest of margins, underscoring the value of the ability to perform well under pressure in athletics. Some people seem to thrive during the most stressful and important times during competition, whereas others fail. A recent study (Geukes et al., 2012) appearing in the journal Psychology of Sport and Exercise investigated whether personality traits play a part in athletic performance under stress. Experienced handball players completed trait ratings of their private and public self-consciousness and neuroticism, and then performed a throwing task with only the first author of the study present (low pressure) and in front of 1,500 to 2,000 spectators. Results showed that public self-consciousness and narcissism were positively related to performance in the high pressure situation only, whereas private self-consciousness was unrelated to performance in both conditions.

Eagleton JR, McKelvie SJ, de Man A. (Aug 2007) Extraversion and neuroticism in team sport participants, individual sport participants, and nonparticipants. Scores on Extraversion and on Neuroticism as measured by the Eysenck Personality Inventory were compared for 90 undergraduate team sport participants, individual sport participants, and nonparticipants (43 men, 47 women, M age = 20.3 yr.). From past research and Eysenck's biological theory of personality, it was hypothesized that sport participants would score higher on Extraversion and lower on Neuroticism than nonparticipants, and that team participants would score higher on Extraversion and perhaps higher on Neuroticism than individual sport participants. By comparing scores for students in first year and final year, it was also investigated whether pre-existing personality differences drew people to sport (the gravitational hypothesis) or whether personality changed as a function of sport participation (the developmental hypothesis). The main findings were that team participants scored higher on Extraversion than both individual sport participants and nonparticipants, and that test scores did not change over time, supporting the gravitational hypothesis for Extraversion.

Kamphuis CB, Van Lenthe FJ, Giskes K, Huisman M, Brug J, Mackenbach JP. (2008) Socioeconomic status, environmental and individual factors, and sports participation. To examine the contribution of neighborhood, household, and individual factors to socioeconomic inequalities in sports participation in a multilevel design. METHODS: Data were obtained by a large-scale postal survey among a stratified sample of the adult population (age 25-75 yr) of Eindhoven (the fifth-largest city of the Netherlands) and surrounding areas, residing in 213 neighborhoods (N = 4785; response rate 64.4%). Multilevel logistic regression analyses were performed with sports participation as a binary outcome (no vs yes); that is, respondents not doing any moderate- or high-intensity sports at least once a week were classified as nonparticipants. RESULTS: Unfavorable perceived neighborhood factors (e.g., feeling unsafe, small social network), household factors (material and social deprivation), and individual physical activity cognitions (e.g., negative outcome expectancies, low self-efficacy) were significantly associated with doing no sports and were reported more frequently among lower socioeconomic groups. Taking these factors into account reduced the odds ratios of doing no sports among the lowest educational group by 57%, from 3.99 (95% CI, 2.99-5.31) to 2.29 (95% CI, 1.70-3.07), and among the lowest income group by 67%, from 3.02 (95% CI, 2.36-3.86) to 1.66 (95% CI, 1.22-2.27). CONCLUSIONS: A combination of neighborhood, household, and individual factors can explain socioeconomic inequalities in sports participation to a large extent. Interventions and policies should focus on all three groups of factors simultaneously to yield a maximal reduction of socioeconomic inequalities in sports participation.

Pippa Grange, John H. Kerr (January 2010) Physical aggression in Australian football: A qualitative study of elite athletes. There is disagreement in sport psychology about the nature of physical aggression in sport. This is reflected in discussions about definitions of aggression and the different types of aggression that are found in the sports context. Kerr [Kerr, J. H. (2005).Rethinking aggression and violence in sport. London: Routledge.] Postulated that there were four different types of aggression in sport (play, anger, power, and thrill aggression). This paper reports the findings of an exploratory study that examined aspects of these different types of sanctioned and unsanctioned aggression in Australian football. Method Participants were eight of the most aggressive male Australian football athletes, playing at the top level in the Australian Football League. Semi-structured interviews were used to collect qualitative data. The concepts of play, anger, power and thrill aggression and reversal theory motivational states were used as a framework for interpreting the interview data. Results and discussion Deductive analyses revealed numerous descriptions of aggression which could be categorized as examples of play, power, and anger aggression, but only two examples of thrill aggression were identified. Differences in the perception and experience of participants between sanctioned (play) and unsanctioned (power, anger, and thrill) aggression, including acts of intimidation and retaliation, were identified. Additional findings concerning intent to injure in sanctioned aggression, the enjoyment of unsanctioned aggression, and the impact of

recent changes in Australian football on unsanctioned aggression are reported.

V METHODOLOGY

V Aim Of The Study:

1) To examine the effect of socio-economic status and area of residence on aggression of National Kabaddi Players.
2) To examine the effect of socio-economic status and area of residence on neuroticism of National Kabaddi Players.

v Hypothesis:

1) There will be significant difference in between high socio-economic status national kabaddi players and low socio-economic status national kabaddi players Dimension of aggression.
2) There will be significant difference in between high socio-economic status national kabaddi players and low socio-economic status national kabaddi players Dimension of neuroticism.
3) Rural national kabaddi players will be high aggression than the urban national kabaddi players.
4) Rural national kabaddi players will be high neuroticism than the urban national kabaddi players.

v Sample:

For the present study 80 Sample were selected from Aurangabad, Maharashtra, India. The effective sample consisted of 80 subjects, 40 subjects were Rural National Level kabaddi Players and 40 subjects were Urabn National Level kabaddi Players. The age range of subjects was 18-25years Ratio were 1:1.

v Tools

v Aggression Scale (A scale):

This test is developed and standardized by Km Roma Pal and Mrs. Tasneem Naqvi. The test consisted of 30 Items and Five Alternatives. The reliability coefficient of the test was found 0.82.

v NEO Personality scale:

Paul T. Costa, Jr., Ph.D. & Robert R. McCrae, Ph.D. 1989 This test is developed and standardized by Costa and McCrea, measure of neuroticism the 60 items are rated on a five point scale. The NEO-FFI has a grade six reading level. The subjects were required to respond to each item in terms of "Strongly disagree", "Disagree", "Neutral", "Agree", "Strongly agree".

v Procedures of data collection

Each of the two instruments was administered individuals as well as a small group. While collecting the data for the study the later approaches were adopted. The subjects were called in a small group of 20 to 25 subjects and there seating arrangements were made in a classroom. Prior to administration of test, through informal talk appropriate rapport form. Following the instructions and procedure suggested by the author of the tests. The tests were administered and a field copy of each test was collected. Following the same procedure, the whole data were collected.

v Variable

v Independent variable-

1) SES a) High b) Low
2) Area of residence a) Rural b) Urban

v Dependent Variable

1) Aggression

2) Neuroticism

v Research Design: 2x2 Balanced Factorial Designs were used.

A = SES		B = Area of Residence	
A1 = Low	**A2** = High	**B1** = Rural	**B2** = Urban

STATISTICAL ANALYSIS AND DISCUSSION

Table No. 01

Summary of Two Way ANOVAs (2x2) of national kabaddi player's dimension of Aggression

	A1B1	A1B2	A2B1	A2B2
Mean	49.75	42.85	48.55	39.41
SD	2.57	2.98	4.19	2.91
SE	0.58	0.67	0.94	0.65
N	20	20	20	20

Source	SS	Df	MS	F	P
A	1264.05	1	1264.05	121.88	P < 0.01
B	101.25	1	101.25	9.26	P < 0.01
AXB	22.05	1	22.05	2.13	NS
Error	788.2	76	10.37		
Total	2175.55	79			

From the summary and graph no. 1, it is seen that main effect A is highly significant main effect A refers to the factor Types of socio-economic status. It was varied at two levels i.e. low socio-economic status and high socio-economic status it was assumed low socio-economic status and high socio-economic status differ significantly with regards to aggression. Since the main effect A is highly significant (F = 211.78, df = 1 and 76, P < 0.01) It is clear that low socio-economic status and high socio-economic status subjects differ significantly from each other from the mean scores and graph No. 1 it was found that the low socio-economic status national level kabaddi players had significantly high aggression than the high socio-economic status national level kabaddi players this results support the hypothesis.

Main effect B represents the factor of area of residence. Main effect B has yielded highly significantly result and F value of 9.76 for 1 and 76 df is significant beyond 0.01 level. It was found to rural national level kabaddi players had significantly high Neuroticism than the urban national level kabaddi players. This result supports the hypothesis.

No Interaction between A x B (F = 2.13, df = 1 & 762, P < NS), which suggest that all the two independent variables namely types of socio-economic status and area of residence are not interdependent on each other.

Table No. 02

	A1B1	A1B2	A2B1	A2B2
Mean	32	23.6	26.7	20.7
SD	1.86	2.74	2.2	2.79
SE	0.42	0.61	0.49	0.62
N	20	20	20	20

Summary of Two Way ANOVAs (2x2) of national kabaddi player's dimension of Neuroticism

Source	SS	Df	MS	F	P
A	1036.8	1	1036.8	175.42	P < 0.01
B	336.2	1	336.2	56.88	P < 0.01
AXB	28.8	1	28.8	4.87	P < 0.05
Error	449.2	76	5.91		
Total	1851	79			

From the summary and graph no. 1, it is seen that main effect A is highly significant main effect A refers to the factor Types of socio-economic status. It was varied at two levels i.e. low socio-economic status and high socio-economic status it was assumed low socio-economic status and high socio-economic status differ significantly with regards to neuroticism. Since the main effect A is highly significant (F = 211.78, df = 1 and 76, P < 0.01) It is clear that low socio-economic status and high socio-economic status subjects differ significantly from each other from the mean scores and graph No. 1 it was found that the low socio-economic status national level kabaddi players had significantly high neuroticism than the high socio-economic status national level kabaddi players this results support the hypothesis.

Main effect B represents the factor of area of residence. Main effect B has yielded highly significantly result and F value of 9.76 for 1 and 76 df is significant beyond 0.01 level. It was found to rural national level kabaddi players had significantly high Neuroticism than the urban national level kabaddi players. This result supports the hypothesis.

Interaction between A x B is significant (F = 4.87, df = 1 & 76, P < 0.01), which suggest that all the two independent variables namely types of socio-economic status and area of residence are interdependent on each other.

CONCLUSION:

1) Low socio-economic status national level kabaddi players had significantly high aggression than the high socio-economic status national level kabaddi players.

2) Rural national level kabaddi players had significantly high Neuroticism than the urban national level kabaddi players.

3) Low socio-economic status national level kabaddi players had significantly high neuroticism than the high socio-economic status national level kabaddi players.

4) Rural national level kabaddi players had significantly high Neuroticism than the urban national level kabaddi players.

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