Chapter III
METHODOLOGY
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Aim of study

Performance of player differ from each other in many ways. Such as their life style, their physical fitness, types of game etc. In present study researcher wants to study the personality of indoor game players & outdoor game players.

Significance of study:

The present research work will be beneficial for coaches at the time of selection of indoor game players & outdoor game players.

Objective of the study:

The following objectives were used for carrying out the present study.

1. To study the personality of indoor game players and Outdoor game players.

2. To study the personality of male female players associated with indoor game players and Outdoor game players.

3. To study the effect of age on personality of indoor game players and Outdoor game players.
Hypothesis:

1. Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on decisiveness dimensions of personality.

2. Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on responsibility dimensions of personality.

3. Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on emotional stability dimensions of personality.

4. Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on masculinity dimensions of personality.

5. Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on friendliness dimensions of personality.
6 Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on Heterosexuality dimensions of personality.

7 Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on ego strength dimensions of personality.

8 Indoor boys & Girls game players and Outdoor boys & Girls players good differ significantly in term of them scores on curiosity dimensions of personality.

9 Indoor boys & Girls game players wood significantly hight on dominance dimension personality than the outdoor boys and girls game players.

Research Methodology:

Tools

Following tools were used for the data collection:
1. Personal data bank:

Personal data bank was prepared for collect the personal information of players.

2. Differential personality scale:

A test to measure different personality traits. In the present research Sinha and Singh (1976) Scale was use for measuring different treads of personality such as decisiveness, responsibility, emotional stability, Masculinity, Friendliness, hetero-sexuality, Ego -Strength, Curiosity, and dominance. The split of reliability coefficient 0.82 to 0.90.

Sample:

400 players were selected for the present study out of 400 players. 200 players were individuals game player and 200 players were team game player their age range was 19 to 25 years. Male female ratio was 1:1

Variables of the study:

In the present study type of game that is i.e. Indoor boys and outdoor girls game players was treated as independent variable and 11 personality dimensions were treated as dependent variable.
Design of the study:

In the present study researcher wanted to study the personality of Indoor boys and outdoor girls game players so this was a survey and no specific design was used.

Statistical Treatment:

At the initial stage the data were treated on descriptive statistics that is mean and standards deviation.

At the second stage to find out whether the difference between two groups is significant or not, so the ‘t’ test was used.

Discussion:

Interpretation and discussion was done in light of results and relevant references.