COMPARISON OF BADMINTON PLAYING SKILL BETWEEN INTER COLLEGE PLAYERS IN PUDUCHERRY DISTRICT

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Abstract

Today in the modern competitive sports every sportsman and women is in a race to excel each other and competition has become sports is one of the very important sectors. Like other games, badminton has proved a most outstanding, crowed pulling difficult individual sports. In the field of today's competitive world. Badminton occupies a significant place the sphere of competitive sport due to the interest and participation in large number by different countries like China, Korea, Japan, Denmark and India. International as well as world Badminton competitions have evolved complex and intense elements of competition. It requires physical and mental attributes to be top gear to tackle all eventualities in the match. The performance in most of the competitive sports is determined by the factors such as physical fitness, techniques and tactics, though their relative contribution varies from sports to sports. In addition to these psychological traits have also influence the Physical. Fitness status, technique and tactics capabilities of a sportsman. The study may provide guidelines to physical education teachers and badminton coaches to analyse the badminton playing skills.

Keywords: Badminton, Playing Skill, Winners, Loosers

Introduction:

The purpose of this study was to compare badminton playing skill between inter college players in Puducherry District. On the basis of evidences available in the literature and in personal experience as well as discussion with experts it was hypothesized that there will be no significant difference in game statistics between winners and losers. No special motivational technique was used during the test. Therefore the difference that was occurring in performance due to lack of motivation is recognized as the limitation of the study. The study may serve as a motivational force to the badminton players to minimize poor part of the game statistics. The study will help to identify technique and tactical part which require improvement. The

study may assist coaches and physical education teachers in grading and classifying badminton players. Took this study with the aim of examining the phenomenology of high performance athletes in ascribing causes is the personality defined outcomes, in two consecutive athletic contests. Conducted a study to compared brain responses from professional badminton players and non-player controls when they watched video clips of badminton games and predicted a ball's landing position. Replicating literature findings, the players made significantly more accurate judgments than the controls and showed better action anticipation. Conducted a research to examining problem representations of individuals during task performance is advancing our understanding of information processing and expertise in a variety of sports. The study may provide a common frame of reference for comparing the game statistics between winners and losers in badminton players.

Methodology:

This study was delimited to Inter College Badminton players participated in different university level tournament in the year 2018-19. This study further delimited to twenty (20) male Badminton players (10 winners and 10 losers). Selected subject's was ranged between 20 to 25 years of age.

Objective of the Study:

The main objective of the study was to compare badminton playing skill between inter college players in Puducherry district.

Selection of Variables:

High service, Short service, Overhead clear, Smash, Drop

Procedure:

In this chapter selection of subjects, criterion measure description, selection of game statistical parameter and recording procedure of game statistician parameter collection of data and statistical technique used for analysing the data have been presented.

Selection of Subjects:

Twenty (20) male Badminton players (10 winners and 10 losers). Who had participated in Inter College Badminton Competition conducted by Pondicherry University, Puducherry, India was selected as subjects for this study. Age of the subjects was range from 20 to 25 years.

Criterion Measure:

The following tests were selected and their score was considered as criterion measure for this investigation: i. High service was counted by number of legal high service. ii. Short service was counted by number of legal shot service. iii. Overhead clear was counted by number of legal overhead clear. iv. Smash was counted by number of legal smash. v. Drop was counted by number of legal drop.

Collection of Data:

The data was collect for variable administrating their respective tests. Total twenty (20) male Badminton players (10 winners and 10 losers) was selected as for this study who had participate in Inter College Badminton Competition conducted by Pondicherry University, Puducherry.

Description and Recording Procedure of Game Statistic Parameter:

The games statistics parameter that is short service, high service, over head clear, smash and drop was record separately for winners and losers. For losers the games tactics was record from semi final losers and for winners game tactics were from winning matches of semi final and final in all six matches from semi final was recorded for losers as well as winners. Still Videography recording of all quarter final onward matches was done and later on match statistics will be carried out. Once all data part training to number of matches was collected the data was compiled according to match statistics. The compiled data was subject to statically analysis for comparison between winner and loser.

Results and Discussion:
Analysis of the data:

The data was collected on ten (10) winners and ten (10) losers of different Colleges participated in Inter College Badminton tournament organized by Pondicherry University, Puducherry during the academic year 2018 – 19 have been presented in this table.

Findings:

The game statistics winners and losers were collected on the basis of high service, short service, overhead clear smash and drop. Independent 't' test was used to find out the comparison of game statistics between winners and losers in Badminton. In order to test the hypothesis the level of significance was at set 0.05. The game statistics judge by five (5) selected skills which were used by twenty (20) male players in the semi final matches of Inter College badminton Championship in the session 2011-12. To compare the game statistics between winners and losers separate independent's' test was applied for each skills.

Table-1
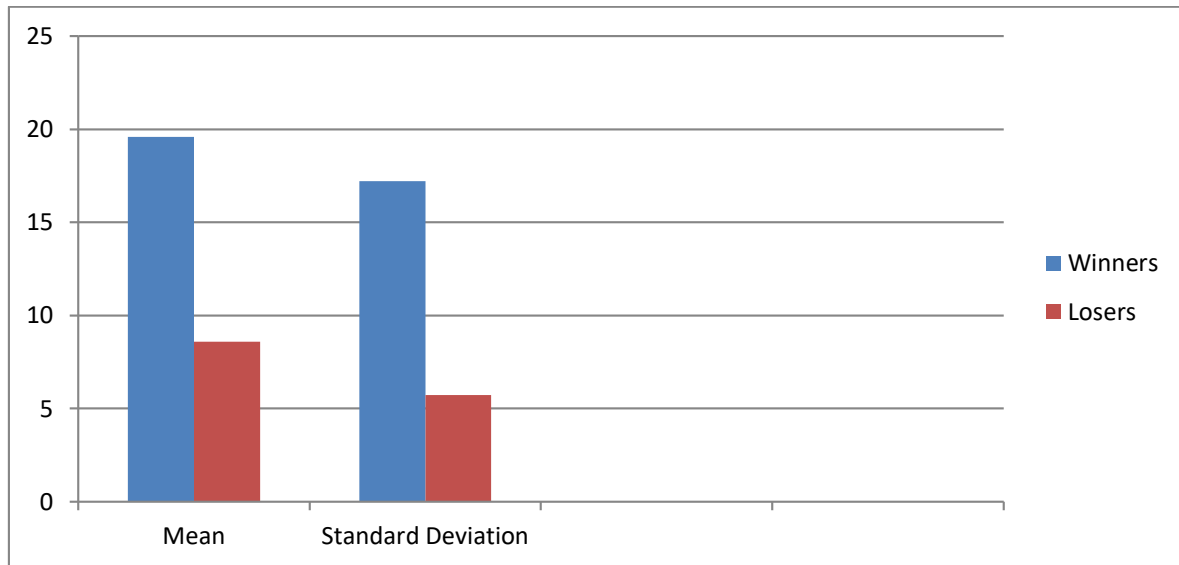**Comparison of High Service among Winners and Losers**

P	Mean	Standard Deviation	Standard Error Mean	Mean Difference	T - value
Won	19.60	8.58			
Loss	17.20	5.73	3.24	2.40	0.74*

Significant at 0.05 level of significance (0.05)

Table-1 shows that mean value of winners and losers of badminton players are 19.60 and 17.20 respectively where as standard deviation value of winners and losers of badminton players are 8.58 and 5.73 respectively. As the calculated 't' value i.e. 0.74 lesser than tabulated value i.e. 2.10 therefore null hypothesis is accepted. Graphical representation of above table is made in figure-1.

Figure-1

Mean and Standard Deviation Value of High Service among Winners and Losers

Table-2
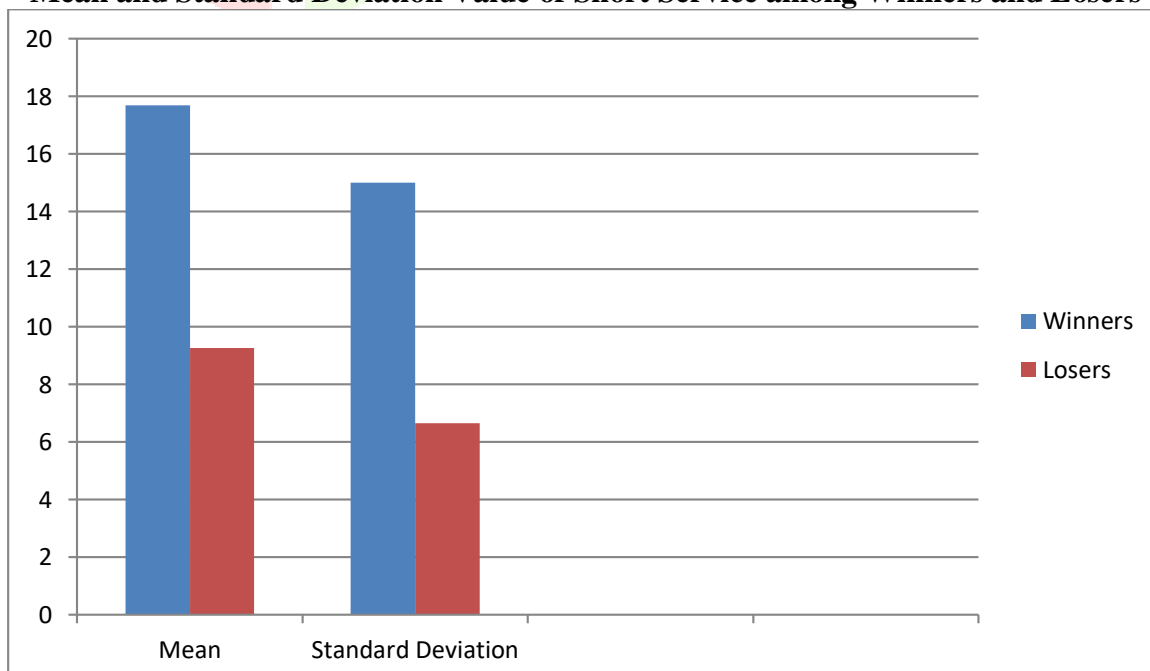**Comparison of Short Service among Winners and Losers**

P	Mean	Standard Deviation	Standard Error Mean	Mean Difference	T - value
Won	17.70	9.26			
Loss	15.00	6.65	3.60	2.70	0.75*

*Significant at 0.05 level of significance's' (0.05)

Table-2 shows that mean value of winners and losers of badminton players are 17.70 and 15.00 respectively whereas standard deviation value of winners and losers of badminton players are 9.26 and 6.65 respectively. As the calculated 't' value i.e. 0.75 lesser than tabulated value i.e. 2.10. Therefore null hypothesis is accepted. Graphical representation of above table is made in figure-2.

Figure-2
Mean and Standard Deviation Value of Short Service among Winners and Losers
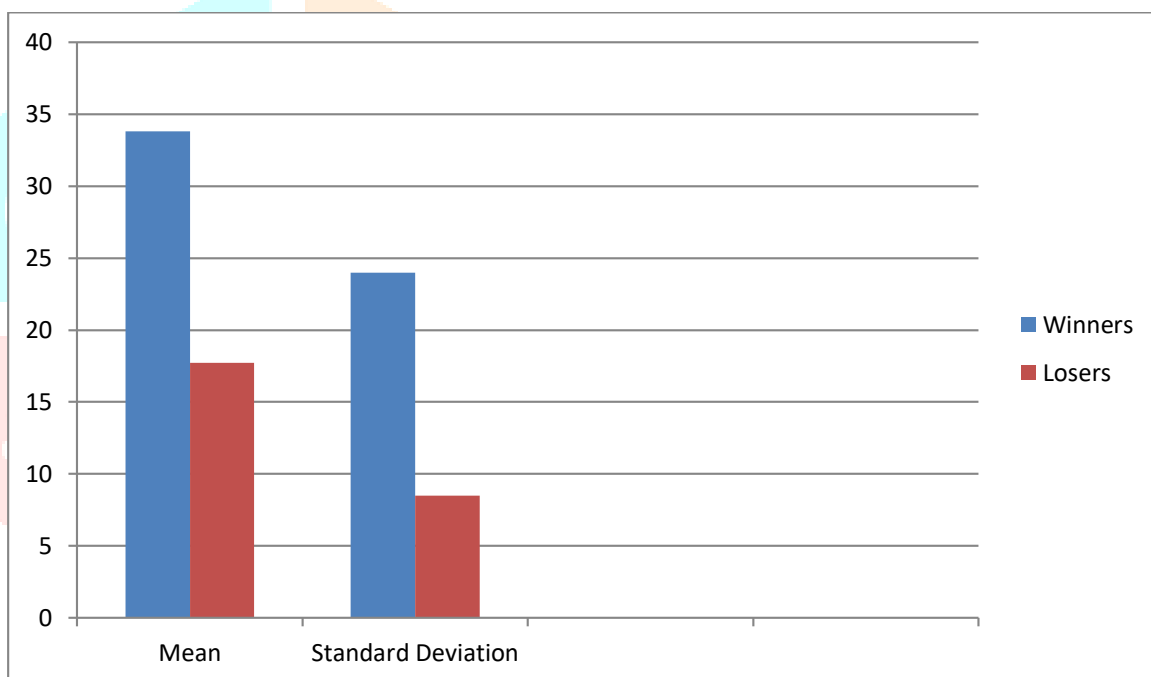
Table-3
Comparison of overhead clear among the winners and losers

P	Mean	Standard Deviation	Standard Error Mean	Mean Difference	T - value
Won	33.80	17.71	6.20	9.80	1.58*
Loss	24	8.50			

*Significant at 0.05 level of significance's' (0.05)

Table-3 shows that mean value of winners and losers of badminton players are 33.80 and 24 respectively whereas standard deviation value of winners and losers of badminton players are 17.71 and 8.50 respectively. As the calculated' value i.e. 1.58 lesser than tabulated value i.e. 2.10 therefore null hypothesis is accepted. Graphical representation of above table is made in figure-3.

Figure-3
Mean and Standard Deviation Value of Overhead Clear among Winners and Losers

Table-4
Comparison of smash among the winners and losers

P	Mean	Standard Deviation	Standard Error Mean	Mean Difference	T - value
Won	25.10	8.24	2.87	3.70	1.29*
Loss	21.40	3.84			

*Significant at 0.05 level of significance's' (0.05)

Table-4 shows that mean of value winners and losers of badminton players are 25.10 and 21.40 respectively whereas standard deviation value of winners and losers of badminton players are 8.24 and 3.84 respectively. As the calculated' value i.e. 1.29 lesser than tabulated value i.e. 2.10 therefore null hypothesis is accepted. Graphical representation of above table is made in figure-4.

Figure-4
Mean and Standard Deviation Value of Smash among Winners and Losers
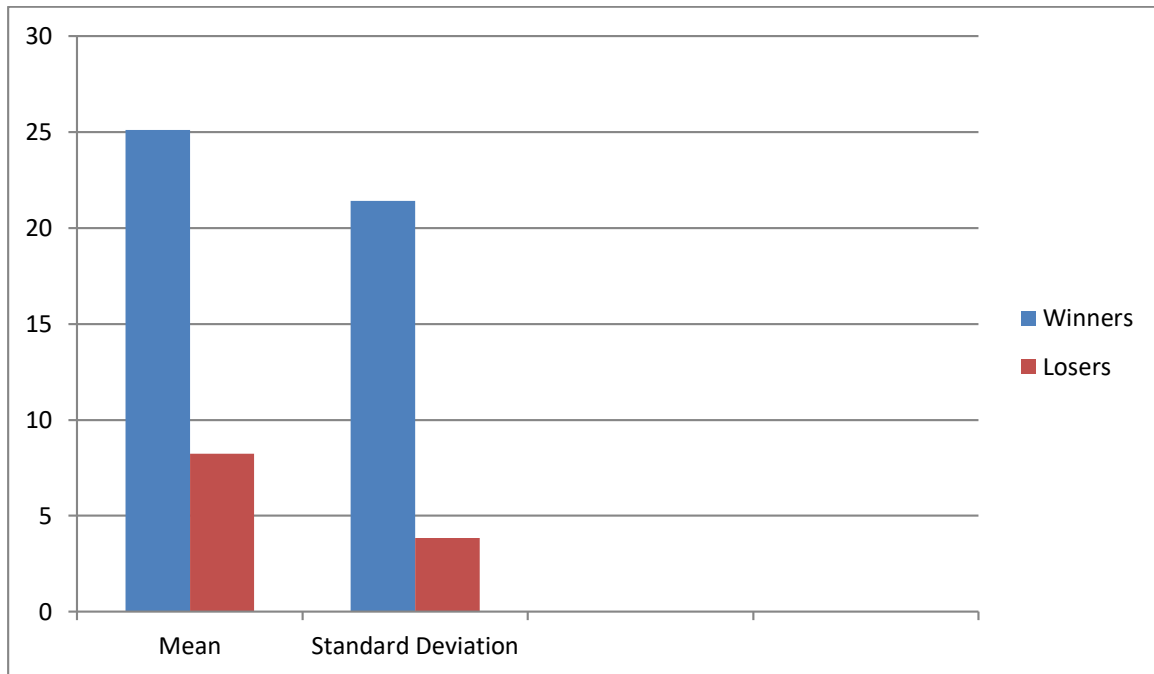

Table-5 shows that mean of value of winner and loser of badminton players are 32.50 and 25.80 respectively whereas standard deviation value of Winner and Loser of badminton is 6.53 and 7.16 respectively. As the calculated' value i.e. 2.185 greater than tabulated value i.e. 2.101. Therefore hypothesis is rejected. Graphical representation of above table is made in figure-05.

Table-5

Comparison of Drop among the Winners and Losers

P	Mean	Standard Deviation	Standard Error Mean	Mean Difference	T - value
Won	**32.50**	**6.53**	**3.06**	**6.70**	**2.19***
Loss	**25.80**	**7.16**			

*Significant at 0.05 level of significance's' (0.05)

Figure-5

Mean and Standard Deviation Value of Drop among Winner and Loser in Badminton
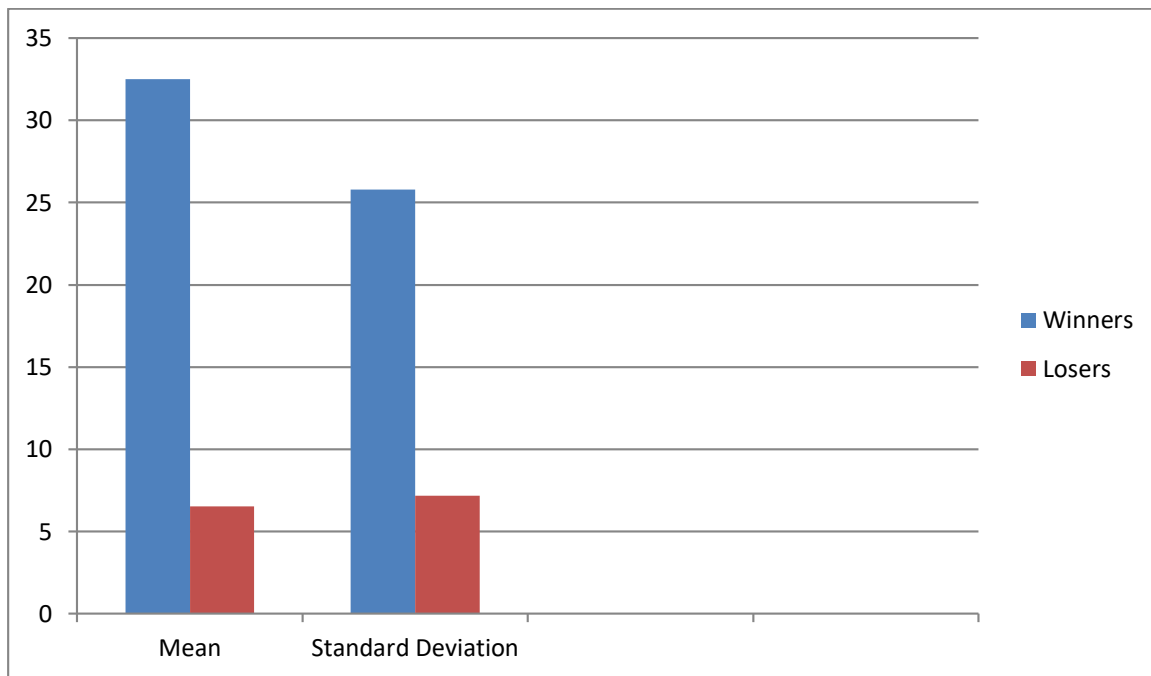
The insignificant difference might be attributed to the facts that there was lack of previous practice or preparation of the task. Lack of urgency. Shorts of inventive and all complexity of the skills.

Discussion:

Within the limitation of the present study it may be concluded that: There were no significant differences found between the winners and losers of male badminton players in case of High service, short service, overhead clear and smash. significant differences were found between the winners and losers of male badminton players only in case of Drop.

Recommendations:

A similar study may be conducted by employing players who has represented at the national level. Similar study may be taken up on female subjects. The similar study may be repeated selecting subjects belonging to different age group then those players in this study. Same kind of study may be undertaken up with large number of sample size. That a similar study may be undertaken up on the different games players.

Conclusions:

The purpose of the study was to compare between the skills statistics of losers and winners male badminton players. Ten (10) winners and ten (10) losers of badminton Inter Collegiate Players was selected for this study. The statistics investigate parameter were in relation high service, short service, overhead clear, smash and drop. The game statistics show each category of subject that is winners and losers recorded by the panel of two qualified judge. Independent's' test was to compare the winners and losers game statistics and level of significance was set at 0.05. The result was shown that there was no difference between the comparison of game statistics between winners and losers male badminton players in case of high service, short service, overhead clear and smash and where as significant difference was found in drop.

Table-1
Raw Score of Winners

Sl:No	High Service	Short Service	Overhead	Clear Smash	Drop
1	29	13	17	34	41
2	07	33	41	16	37
3	13	23	43	37	25
4	25	11	30	13	38
5	06	35	77	23	29
6	29	13	17	34	41
7	21	13	30	23	23
8	22	12	33	27	32
9	27	13	31	17	32
10	17	11	19	27	27

Table-2
Raw Score of Losers

Sl:No	High Service	Short Service	Overhead	Clear Smash	Drop
1	21	19	18	21	25
2	06	27	21	19	27
3	14	16	26	24	16
4	25	17	16	27	21
5	24	13	29	24	36
6	13	23	43	23	37
7	17	11	22	19	22
8	16	17	27	23	17
9	21	09	31	13	27
10	15	08	17	21	30

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