

Impact of Information Communication Technology on Sportspersons and Sportspersons of Subarathi University

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Abstract

The purpose of the study is to find out Impact of Information Communication Technology on motivational achievement of Sportspersons and Non Sportspersons of Subarathi University. To achieve this purpose 100 sportspersons and non-sportspersons, those who participated in different games were selected as subjects. The age of the subjects were ranged from 21 to 25 years. They were divided into two equal groups of hundred each as two experimental groups, in which group-I (n=50) underwent sportspersons Information Communication Technology training group, group-II (n=50) underwent non sportspersons Information Communication Technology training group for one week. Statistical Method t-test has been used as a statistical tool to assess the pre and post level of selected psychological variables taken both before and after undergoing ICT training for a week. Pre and Post test data was compared using t-test of both sportspersons and non sportspersons. The obtained values were then matched with the t values to find out significant differences or not for both the groups.

INTRODUCTION

Information and Communication technology (ICT) is often used as an extended synonym for information technology (IT). But ICT is a more specific term that stresses the role of unified communication and the integration of telecommunications, computers as well as necessary enterprise software, middleware, storage and audio-visual systems, which enable users to access, store, transmit and manipulate information, Alexis & Mathews (1999).

Today's world is a world of technology. Technology has changed every facet of life and the same is true for sports field. ICT has changed the scenario of sports ground and competition. ICT impact can be seen on the psychological variables and on the minds of the sportspersons who are using it. With the continuous development of society and the rapid development of science and technology ICT is also developing rapidly. It has been widely used in all walks of life and is playing an irreplaceable role. Modern education has also begun to integrate with science. Sports are also constantly deepening the application of information technology, Pradeep & Priti(2003)

Out of a number of psychological variables which can impact any sporting performance Motivation, Anxiety and Stress plays a vital role. pre-competitive states are extremely important for athletes as they have an important influence on competitive performance. Joseph (2001).

Motivation is a fundamental aspect of everyone's life and influences how and when tasks are performed both within and outside of a sporting context. Motivation is described by Vallerand & Thell as —hypothetical construct used to describe the internal and or external forces that produce the initiation, direction, intensity and persistence of behavior It can further be divided into intrinsic or extrinsic depending upon the source of motivation. Matthew Eastin (2005)

Motivation is an important psychological construct both for sportspersons and non-sportspersons. It is actually the driving force which results into action. Young people's motivation can be assessed by the achievement motivation scale which describes about the need to achieve motivation level of an individual. Highly motivated persons often outpace people with low motivation level. Witte, Frank, Lester (2007).

METHODOLOGY

The purpose of the study was to find out Impact of Information Communication Technology on motivational achievement of Sportspersons and Non Sportspersons of Subarathi University. To achieve this purpose 100 sportspersons and non-sportspersons, those who participated in different games were selected as subjects . The age of the subjects were ranged from 21 to 25 years. They were divided into two equal groups of hundred each as two experimental groups, in which group-I (n=50) underwent sportspersons Information Communication Technology training group, group-II (n=50) underwent non sportspersons Information Communication Technology training group for one week.

Motivation was computed by using achievement motivation scale (N-ach) which consisted of 50 questions related to different aspects of interests and areas. This was done with an aim to assess the motivation level of sportspersons and nonsportspersons. These questionnaires were given scores according to the marking criteria and the scores of sportspersons were compared with that of non-sportspersons.

The researcher followed the experimental research method in the present study. There were two groups act as experimental groups "A" and "B".

- I. Group "A"- Sportspersons ICT training
- II. Group "B"- Non-Sportspersons ICT training

The duration of experimental period was one week. The pre test conducts before the practice. The post test conducts after the practice.

Variable - Achievement Motivation (Achievement Motive Scale (N-Ach); Mc Clelland & Atkinson (Pratibha Deo; (2011).

Table 1

Descriptive statistics of the data measured in the pre and post testing Achievement motivation

Group	Test type	N	Mean	S.D.	S.E.D
Sportspersons group	Pre-test	50	163.88	18.63	3.60
	Post-test	50	176.27	13.46	2.88

Table no. 1 indicates the values of descriptive statistics of the experimental Groups (sportspersons) for achievement motivation variable which shows that the pre-mean and pre-S.D. values of sportspersons achievement motivation were found to be 163.88 ± 18.63 such as post-mean and post-S.D. values of sportspersons achievement motivation were found to be 176.27 ± 13.46 . Above table also indicates the pre-S.E.D values of sportspersons achievement motivation were found to be 3.60 and post-S.E.D values of sportspersons achievement motivation were found to be 2.88

Table 2

Paired t-test description of sportspersons pre and post value of achievement Motivation

Groups	Paired Group	Mean Difference	S.D.	S.E.D	T value	Sig. (2-tailed)
Sports persons	Pre test Post test	10.21	6.37	2.28	2.67*	0.01

Sports persons- ($p < .05$) *Significant at 0.05 level of confidence.

Table no. 2 indicates the pre achievement Motivation and post achievement Motivation paired t-test values of sportspersons. The sportspersons group preachievement Motivation and post- achievement Motivation paired mean difference, S.D., S.E.D and t-values were found to be 10.21, 6.37, 2.29, and 2.28 respectively. As shown in the table ($p < .05$) post-achievement Motivation values of sportspersons group were significantly greater than the pre- achievement Motivation values of sportspersons group. Hence the null hypothesis is rejected and there was significant effect of ICT training on achievement motivation of sportspersons.

Table-3

Descriptive statistics of the data measured in the pre and post testing Achievement motivation

Group	Test type	N	Mean	S.D.	S.E.D
Non Sports persons group	Pre-test	50	147.67	11.12	2.03
	Post-test	50	150.21	10.65	1.96

Table no. 3 indicates the values of descriptive statistics of the experimental Groups (non-sportspersons) for achievement motivation variable which shows that the pre-mean and pre-S.D. values of non-sportspersons achievement motivation were found to be 147.67 ± 11.12 such as post-mean and post-S.D. values of nonsportspersons achievement motivation were found to be 150.21 ± 10.65 . Above table also indicates the pre-S.E.D values of non-sportspersons achievement motivation were found to be 2.03 and post-S.E.D values of non-sportspersons achievement motivation were found to be 1.96.

Table 4

Paired t-test description of all Groups between pre and post value of achievement Motivation

Groups	Paired Group	Mean Difference	S.D.	S.E.D	T value	Sig. (2-tailed)
Sports persons	Pre test Post test	11.21	6.49	2.29	2.68*	0.01

Sports persons- ($p < .05$) *Significant at 0.05 level of confidence.

Table no.4 indicates the pre achievement Motivation and post achievement Motivation paired t-test values of non-sportspersons group separately. The non sportspersons pre-achievement Motivation and post- achievement Motivation paired mean difference, S.D., S.E.D and t-values were found to be 11.21, 6.49 , 2.29 , 2.68 respectively. As shown in the table ($p > .05$) post- achievement Motivation values of non-sportspersons group were no significantly effect than the pre- achievement Motivation values of non-sportspersons group.

Table-5

Post hoc comparison for the group means in post-measurement adjusted with the initial differences Achievement Motivation

(A) Groups	Different	(B) Groups	Different	MEAN DIFFERENCE (A-B)	SIG.a (pvalue)
Sports persons		Non-sportspersons		-3.41*	0.00

Table no. 5 indicates the values of post hoc test for the selected Groups for achievement motivation variable, which shows that a significant difference has found between the post test values of Sportspersons and Non sportspersons Group as the value have found to be -3.41 which is significant at 0.05 level.

RESULT

Finding shows that that a significant difference has found between the post test values of Sportspersons and Non sportspersons Group

CONCLUSION

ICT based getting ready systems have conveyed change to sports planning. The change can be conveniently seen and seen in present day getting ready projects, planning strategies, evaluation systems and in the technique for association among mentor and understudies. ICT isn't simply supporting the games individuals in realistic field, yet also help to show them in theoretical works. It urges players to all the more promptly understand their own body. ICT conveys motivation and fervor to sports person's cerebrum and is helping with changing over the dull and penetrating instructional gatherings into appealing and intriguing one.

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