

## Chapter Four

### Analyses and Results

#### Introduction

This chapter includes a descriptive statistics of the motive items of the respondents and the analysis and results of six research questions.

To facilitate a better discussion and understanding, a descriptive statistics of the motive items (Table 1) in terms of mean scores for the samples is used. A higher mean score means the item is rated higher in importance and vice-versa. The results indicated that “I want to improve my skills” was the most important motive for hockey players with the means of 4.3264 and the standard deviation of 0.7369.

**Table 1**

**The mean scores and standard deviation of the sport participation motive items**

Motive Items	Mean	Std. Dev.
I want to improve my skills	4.3264	.7369
I like the team spirit	4.3194	.7257
I want to be physically fit	4.2083	.7278
I like the teamwork	4.1458	.7661
I want to learn new skills	4.1458	.8926
I want to go to a higher level	4.1319	.9026
I like the challenge	4.0694	.8249
I like being on the team	3.9444	.8088
I like to compete	3.9306	.8822
I like to win	3.8681	1.1602
I want to stay in shape	3.8333	.8193

Motive Items	Mean	Standard Deviation
I like the action	3.7153	.8418
I like to have something to do	3.6736	.8836
I like to get exercise	3.6319	.8750
I want to have fun	3.5139	1.0708
I like to meet new friends	3.4028	.8954
I want to gain status and recognition	3.3125	1.0674
I like to be with my friends	3.2153	.9906
I like the excitement	3.1528	1.0795
I want to release tension	3.0903	1.0167
I like to feel important	3.0903	1.0372
I like the coach	3.0139	1.1825
I want to get rid of energy	3.0069	.9274
My parents or close friends want me to participate	2.9792	1.0342
I like to use the equipment or facilities	2.8264	.9847
I like the rewards	2.7222	1.1911
I want to be popular	2.6528	1.0860
I like to travel	2.5208	1.0965
I like to get out of the house	2.0903	1.0703
I like to do something I'm good at	3.7708	.9215

The respondents also showed consistency in marking their most important motive item as shown in Table 2. There was a progressive marking the importance of this item from 2-point Likert scale to 5-point Likert scale.

Table 2

**The motive item of the Sport Participation Questionnaire :  
“I want to improve my skills”**

Likert Scale(point)	Frequency	Percent
2.00	3	2.1
3.00	14	9.7
4.00	60	41.7
5.00	67	46.5
Total	144	100

Other very important items were “I like the team spirit” ( $m = 4.3194$ ), “I want to be physically fit” ( $m = 4.2014$ ), “I like the teamwork” ( $m = 4.4158$ ), “I want to learn new skills” ( $m = 4.1094$ ), “I want to go to a higher level” ( $m = 4.0781$ ) and “I like the challenge” ( $m = 4.0694$ ). There were 7 motive items having their means higher than 4-point in Likert scale.

Motive items that were the least important for the respondents were “I like to get out of the house” ( $m = 2.0938$ ) followed by “I like to travel” ( $m = 2.5208$ ), “I want to be popular” ( $m = 2.597$ ), “I like the rewards” ( $m = 2.7292$ ), “I like to use the equipment or facilities” ( $m = 2.9375$ ), “My parents or close friends want me to participate” ( $m = 2.9722$ ) and “I want to get rid of energy” ( $m = 2.9792$ ). Four of these motive items are related to one motive factors.

As for the other seventeen motive items, they were fairly important and were within 3-point to 4-point Likert scale. Only one motive item from the motive factors relating to energy release was somewhat important to the respondents.

Descriptive Statistics from Table 3 which showed the Means and Standard Deviation of eight motive factors. These eight motive factors were taken from the study by Gill, Gross and Huddleston (1983).

Clearly, skill development was the most notable motive factor for participation of hockey players. With the standard deviation of 0.6716, it showed that the three sub-scores were generally consistent. All the three motive items were ranked first, fifth and sixth in importance, with all the means above 4-point Likert scale. Team factor also features prominently in participation motivation in hockey, with all three motive items ranking eighth and higher in importance. This factor is relevant to hockey as a team sport which usually involves 11 players or more. Fitness motive factor ranked third in importance followed by friendship, fun, achievement and success motive factors. The lowest mean was the energy factor which consisted of general motive items meant for sports in general. It has all four motive items ranked on the lower half of the mean importance rating. Similarly miscellaneous factor has the second lowest mean (2.9398) as all the three items were ranked on the lower half of the mean importance rating.



**Table 3**

**The mean scores and standard deviation of the sport participation motive factors of hockey players.**

Motive Factors	No. of Participants	Mean	Standard Deviation
Energy release	144	2.8764	.6039
Fitness	144	3.8912	.6067
Friendship	144	3.6545	.5876
Fun	144	3.4606	.7074
Achievement/status	144	3.2361	.7225
Miscellaneous	144	2.9398	.8171
Skill Development	144	4.2014	.6716
Team Orientation	144	4.1366	.5732

#### 4.1 Sport participation motive items in relation to male and female hockey players.

**Table 4**

**The mean scores and standard deviation of sport participation motive items in relation to gender.**

Motive Items	Gender	Mean	Standard Deviation
I want to have fun	Male	3.4583	1.0338
	Female	3.5694	1.1111
I want to stay in shape	Male	3.9306	.8278
	Female	3.7361	.8048
I want to be physically fit	Male	4.2639	.7871
	Female	4.1528	.6642
I want to improve my skills	Male	4.3889	.7119
	Female	4.2639	.7358
I like the team spirit	Male	4.2778	.7358
	Female	4.3611	.7181
I like the challenge	Male	4.0694	.8446
	Female	4.0694	.8106
I like to get exercise	Male	3.4444	.9021
	Female	3.8194	.8106
I like to use the equipment or facilities	Male	2.8611	1.0388
	Female	2.7917	.9335
I like to travel	Male	2.3611	1.0113
	Female	2.6806	1.1607

Motive Items	Gender	Mean	Standard Deviation
I want to be popular	Male Female	2.6944 2.6111	1.0020 1.1695
I want to release tension	Male Female	3.0278 3.1528	.9637 1.0702
I want to get out of the house	Male Female	1.8889 2.2917	.8146 1.2496
I like being on the team	Male Female	3.8333 4.0556	.8392 .7671
I like to compete	Male Female	3.9306 3.9306	.8933 .8774
I like to do something I'm good at	Male Female	3.7222 3.8194	.9527 .8933
I like the excitement	Male Female	2.8889 3.4167	.9527 1.1101
I like the teamwork	Male Female	4.1667 4.1250	.8222 .7108
I like to meet new friends	Male Female	3.3750 3.4306	.9991 .7841
I like the action	Male Female	3.8194 3.6111	.7930 .8810

Motive Items	Gender	Mean	Standard Deviation
I like to have something to do	Male Female	3.7639 3.5833	.8959 .8681
I like the rewards	Male Female	2.5556 2.8889	.9770 1.3589
I like to win	Male Female	2.9722 3.7639	1.0611 1.2503
I like the coach	Male Female	2.9444 3.0833	1.1119 1.2532
I like to feel important	Male Female	3.1250 3.0556	.9920 1.0863
I like to be with my friends	Male Female	3.2917 3.1389	.8630 1.1045
I want to gain status and recognition	Male Female	3.3611 3.2639	1.1045 1.0345
I want to get rid of energy	Male Female	3.0139 3.0000	.8800 .9786
I want to got to a higher level	Male Female	4.2639 4.0000	.9192 .8721
My parents or close friends want me to participate	Male Female	2.9028 3.0556	1.0503 1.0194
I want to learn new skills	Male Female	4.3056 3.9861	.8498 .9115

In Table 4, the most important motives for the female players were “team spirit” ( $m = 4.3611$ ), followed by “want to improve skills” ( $m = 4.2639$ ), “want to be physically fit” ( $m = 4.1389$ ), “like the teamwork” ( $m = 4.1250$ ), “like the challenge” ( $m = 4.0694$ ) and “being with the team” ( $m = 4.0556$ ). Generally the girls gave a lower rating to the motive items as there were only 6 items with their means above 4 point in Likert scale. The boys had eight items with their means above 4-point in Likert scale. The least important motive for the girls were “like to get out of the house” ( $m = 2.2917$ ), “want to be popular” ( $m = 2.5694$ ) and “like the excitement ” ( $m = 2.8889$ ).

The motive “I like the excitement” had a mean of 2.889 for the boys and 3.4167 for the girls. Two other motives showed their means on different Likert scale in relation to gender: “to get out of the house” (Male, 1.8889 and Female, 2.2917) and “to go to a higher level” (Male, 4.236 and Female, 3.9444). On the other hand, “I like the challenge” and “I like to compete” had similar means which were motive items of the same factor.

**Table 5**

**One way Analysis of Variance of the sport participation motive items in relation to male and female hockey players.**

Motive Items		SS	df	MS	F-ratio	Sig
I want to have fun	Between groups	.444	1	.444	.386	.535
	Within groups	163.528	142			
I want to stay in shape	Between groups	1.361	1	1.361	2.042	.155
	Within groups	94.639	142	.666		
I want to be physically fit	Between groups	.444	1	.444	.838	.362
	Within groups	75.306	142	.530		

Motive Items		SS	df	MS	F-ratio	Sig
I want to improve my skills	Between groups Within groups	.562 77.097	1 142	.562 .543	1.036	.310
I like the team spirit	Between groups Within groups	.250 75.056	1 142	.250 .529	.473	.493
I like the challenge	Between groups Within groups	.000 97.306	1 142	.000 .685	.000	1.000
I like to get exercise	Between groups Within groups	5.063 104.431	1 142	5.063 .735	6.884	.010
I like being on the team	Between groups Within groups	1.778 91.778	1 142	1.778 .646	2.751	0.99
I like to compete	Between groups Within groups	.000 111.306	1 142	.000 .784	.000	.000
I like to do something I'm good at	Between groups Within groups	.340 121.097	1 142	.340 .853	.399	.529
I like the excitement	Between groups Within groups	10.028 156.611	1 142	10.028 1.103	9.092	.003
I like the teamwork	Between groups Within groups	.0625 83.875	1 142	.0625 .591	.106	.745
I like to meet new friends	Between groups Within groups	.111 114.528	1 142	.111 .807	.138	.711
I like the action	Between groups Within groups	1.563 99.764	1 142	1.563 .703	2.224	.138
I like to have something to do	Between groups Within groups	1.174 110.486	1 142	1.174 .778	1.508	.221
I like the rewards	Between groups Within groups	4.000 198.889	1 142	4.000 1.401	3.856	.093
I like to win	Between groups Within groups	1.563 190.931	1 142	1.563 1.345	1.162	.283

Motive Items		SS	df	MS	F-ratio	Sig
I like the coach	Between groups Within groups	.694 199.278	1 142	.694 1.345	.495	.483
I like to feel important	Between groups Within groups	.174 153.653	1 142	.174 1.082	.160	.689
I like to be with my friends	Between groups Within groups	.840 1.39486	1 142	.840 .982	.855	.357
I want to gain status and recognition	Between groups Within groups	.340 162.597	1 142	.340 1.145	.297	.297
I like to use the equipment or facilities	Between groups Within groups	.174 138.486	1 142	.174 .957	.178	.674
I like to travel	Between groups Within groups	3.674 168.264	1 142	1.674 1.185	3.100	.108
I want to release tension	Between groups Within groups	.563 147.264	1 142	.563 1.037	.542	.463
I want to get out of the house	Between groups Within groups	5.840 157.986	1 142	5.840 1.113	5.249	.023
I want to get rid of energy	Between groups Within groups	.006944 122.986	1 142	.006944 .866	.008	.929
I want to go to a higher level	Between groups Within groups	2.507 113.986	1 142	2.507 1.071	3.123	.079
I want to learn new skills	Between groups Within groups	3.674 110.264	1 142	3.674 .777	4.731	.031
My parents or close friends want me to participate	Between groups Within groups	.840 152.097	1 142	.840 1.071	.784	.377
I want to be popular	Between groups Within groups	.250 168.389	1 142	.250 1.185	.211	.647

Table 5 showed the results one-way analysis of variance. The F-test of the motive items showed that “I like the excitement” ( $F = 9.092$ ,  $p < 0.05$ ), “like to get out of the house” ( $F = 5.249$ ), “want to learn new skills” ( $F = 4.731$ ) and “want to get exercise” ( $F = 6.884$ ) were significant as these motive items had the F-ratio of more than the critical value of  $\alpha = 3.84$  ( $F = 1,142$ ) and that boys and girls had differed in importance rating of these motive items. This was common that female and male players viewed excitement differently. Although they were hockey players, the girls gave a higher means. Boys tended to “want to go to a higher level” as they gave a higher mean than the boys. Motives such as “like to compete” and “like the challenge” have the F-ratio of .000 which means having similar values in variance for both sexes. Also should be noted despite being insignificant when the F-test was carried out, two motive items had F-ratio of over 3.00. They were “I like to travel” and “want to go to a higher level”.



#### 4.2 Sport participation motive factors in relation to male and female hockey players

The descriptive statistics from Table 6 indicated that skill development and team-orientation were the two most important factors with means of more than four point in Likert scale for both girls and boys. However, the boys ( $m = 4.3194$ ) rated skill development much higher than the girls ( $m = 4.0833$ ) while the girls (4.1806) rated team-orientation much higher than the boys (4.0926). It must be noted that the high means would therefore influence the difference in means of these factor. Energy release factor was the least important for both boys and girls, with the mean of 2.8111 for the boys and 2.9417 for the girls. Miscellaneous factor was also considered by boys and girls at less important as it was ranked seventh out of eight factors. Apart from achievement and success factor, which has almost similar means, the boys only rated skill development and friendship ahead of the girls. Thus the girls gave a higher rating for more motive factors than the boys.

**Table 6**

**The mean scores and standard deviation of the sport participation motive factors in relation to male and female hockey players.**

Motive Factors	Gender	No. of Participants	Mean	Standard Deviation
Achievement/Status	Male	72	3.2384	.6822
	Female	72	3.2338	.7654
	Total	144	3.2361	.7225
Energy Release	Male	72	2.811	.5359
	Female	72	2.9417	.6624
	Total	144	2.8764	.6039
Fitness	Male	72	3.8796	.6337
	Female	72	3.9028	.5826
	Total	144	3.8912	.6067

Motive Factors	Gender	No. of Participants	Mean	Standard Deviation
Friendship	Male	72	3.6667	.6336
	Female	72	3.6424	.5419
	Total	144	3.6545	.5876
Fun	Male	72	3.3889	.6452
	Female	72	3.534	.7623
	Total	144	3.4606	.7074
Miscellaneous	Male	72	2.9028	.8419
	Female	72	2.9769	.7958
	Total	144	2.9398	.8171
Skill Development	Male	72	4.3194	.6724
	Female	72	4.0833	.6542
	Total	144	4.2014	.6716
Team Orientation	Male	72	4.0926	.6335
	Female	72	4.1806	.5064
	Total	144	4.1366	.5732

In Table 7, only skill development are significantly different for girls and boys as the F-ratio of 4.561 was above the critical value of 3.84 ( $F = 1,142$ ). The boys indicated that skill development factor was of prime importance as the ratio of the variance between the boys and girls was significant. It should also be noted that achievement and success factor had only F-ratio of .001 which means that both girls and boys rated this motive as of almost equal importance.

Table 7

**One way Analysis of Variance of the sport participation motive factors in relation to male and female hockey players**

Motive Factors		SS	df	MS	F - Ratio	Sig
Fitness	Between groups	0.01929	1	0.01929	.052	.820
	Within groups	52.610	142	.370		
Friendship	Between groups	0.02127	1	0.02129	.061	.805
	Within groups	49.353	142	.348		
Fun	Between groups	.742	1	.742	1.487	.225
	Within groups	70.813	142	.499		
Achievement/Status	Between groups	0.0007716	1	0.0007716	.001	.969
	Within groups	74.638	142	.526		
Energy Release	Between groups	.614	1	.614	1.690	.196
	Within groups	51.546	142	.363		
Miscellaneous	Between groups	.198	1	.198	.294	.588
	Within groups	95.281	142	.671		
Skill Development	Between groups	2.007	1	2.007	4.561	.034
	Within groups	62.486	142	.440		
Team Orientation	Between groups	.279	1	.279	.847	.359
	Within groups	46.702	142	.329		

### 4.3 Sport participation motive items in relation to Under-15 and Under-18 age group hockey players.

The descriptive statistics from Table 8 showed that those age above fifteen years considered team spirit ( $m = 4.3610$ ) as their most important motive, followed by “want to improve skills” ( $m = 4.3333$ ), “like the challenge” ( $m = 4.2500$ ), “to be physically fit” ( $m = 4.2083$ ), “to go to a higher level” ( $m = 4.1955$ ), “like the teamwork” ( $m = 4.0556$ ), “want to do something I’m good at” ( $m = 4.042$ ), and “like to compete” ( $m = 4.0412$ ). The least important items for the older age group are “want to get out of the house” ( $m = 2.2639$ ), followed by “like to travel” ( $m = 2.7778$ ), “like to be popular” ( $m = 2.722$ ) and “like to use the equipment or facilities” ( $m = 2.8194$ ).

**Table 8**

**The mean scores and standard deviation of the sport participation motive items in relation to the Under-15 and Under-18 age group**

Motive Items	Age Group	Mean	Standard Deviation
I want to have fun	Under 18	3.8056	1.0699
	Under 15	3.2222	.9961
I want to stay in shape	Under 18	3.9861	.7410
	Under 15	3.6806	.8693
I want to be physically fit	Under 18	4.2083	.7494
	Under 15	4.2083	.7108
I want to improve my skills	Under 18	4.3333	.7121
	Under 15	4.3194	.7659
I like the team spirit	Under 18	4.3611	.7181
	Under 15	4.2778	.7358

Motive Items	Age Group	Mean	Standard Deviation
I like the challenge	Under 18	4.2500	.8681
	Under 15	3.8889	.7442
I like to get exercise	Under 18	3.7083	.9559
	Under 15	3.5556	.7852
I like being on the team	Under 18	3.9861	.8135
	Under 15	3.9028	.8077
I like to compete	Under 18	4.0278	.8553
	Under 15	3.8333	.9038
I like to do something I'm good at	Under 18	4.0417	.8630
	Under 15	3.5000	.9038
I like the excitement	Under 18	3.3889	1.1077
	Under 15	2.9167	1.0035
I like the teamwork	Under 18	4.0556	.8540
	Under 15	4.2361	.6606
I like to meet new friends	Under 18	3.4306	.9166
	Under 15	3.3750	.8791
I like the action	Under 18	3.9167	.8517
	Under 15	3.5139	.7871
I like to have something to do	Under 18	3.8611	.9239
	Under 15	3.4861	.8048
I like the rewards	Under 18	3.1389	1.2705
	Under 15	2.3056	.9441
I like to win	Under 18	4.1528	1.0162
	Under 15	3.5833	1.2305
I like the coach	Under 18	2.9444	1.2434
	Under 15	3.0833	1.1227
I like to feel important	Under 18	3.1467	1.0582
	Under 15	2.7639	.9115
I like to be with my friends	Under 18	3.4306	.9616
	Under 15	3.0000	.9786

Motive Items	Age Group	Mean	Standard Deviation
I want to gain status and recognition	Under 18	3.3194	1.0984
	Under 15	3.3056	1.0433
I like to use the equipment or facilities	Under 18	2.8194	1.0254
	Under 15	2.8333	.9494
I like to travel	Under 18	2.7778	1.2244
	Under 15	2.2639	.8880
I want to release tension	Under 18	3.3056	1.0567
	Under 15	2.8750	.9335
I want to get out of the house	Under 18	2.2639	1.2559
	Under 15	1.9167	.8179
I want to get rid of energy	Under 18	3.1250	1.0338
	Under 15	2.8889	.7971
I want to go to a higher level	Under 18	4.1944	.8498
	Under 15	4.0694	.9543
I want to learn new skills	Under 18	4.0139	.9419
	Under 15	4.2778	.8260
My parents or close friends want me to participate	Under 18	2.9028	1.1768
	Under 15	3.0556	.8703
I want to be popular	Under 18	2.7222	1.1287
	Under 15	2.5833	1.0448

Those aged 15 years and below (Under-15 age group) rated “to improve skills” ( $m = 4.3194$ ) as their most important motive, followed by “to go to a higher level” ( $m = 4.2778$ ), “team spirit” ( $m = 4.2778$ ), “to be physically fit” ( $m = 4.2083$ ) and “to learn new skills” ( $m = 4.0694$ ). Their least important motives are “to get out of the house” ( $m = 1.9167$ ), “like the rewards” ( $m = 2.8333$ ), “to feel important” ( $m = 2.7639$ ), “like to use the equipment and facilities” ( $m = 2.8333$ ), “like to travel” ( $m = 2.2639$ ), “like to be popular” ( $m = 2.5833$ ), “like to release tension” ( $m = 2.8750$ ) and “like the excitement” ( $m = 2.9167$ ).

The Under-18 age group has 8 motive items whose means are rated above four-point in Likert scale against six in the Under-15 age group. It is therefore notable that items like “like the challenge”, “like to compete and “like to win” should have considerable influence on sport participation for the -point in Likert scale than the older group.

One-way analysis of variance from Table 9 showed the F-ratio of the Under-15 and Under-18 groups. “I want to do something I’m good at” has the F-ratio of 13.528,  $p < 0.05$  ( $F = 1,142$ ), in which the older group has a higher mean. “I like the rewards” ( $F = 19.956$ ), “I want to feel important” ( $F = 15.730$ ), “like the excitement” ( $F = 7.187$ ), “I like to win” ( $F = 9.167$ ), “I want to stay in shape” ( $F = 5.152$ ), “I like to be with friends” ( $F = 7.090$ ), “I like to travel” ( $F = 8.311$ ), “I like to release tension” ( $F = 6.714$ ), “I want to get out of the house” ( $F = 3.864$ ) and “I like the challenge” ( $F = 7.189$ ) are significantly different between the two groups.

Table 9

**One way Analysis of Variance of the sport participation motive items in relation to the Under-15 and Under-18 age group**

Motive Items		SS	df	MS	F-Ratio	Sig
I want to have fun	Between groups Within groups	12.250 151.722	1 142	12.250 1.068	11.465	.001
I want to stay in shape	Between groups Within groups	3.361 92.278	1 142	3.361 .652	5.152	.025
I want to be physically fit	Between groups Within groups	.000 111.431	1 142	.000 .533	.000	1.000
I like to compete	Between groups Within groups	1.361 109.944	1 142	1.361 .774	1.78	.187
I like to do something I'm good at	Between groups Within groups	10.562 110.875	1 142	10.562 .781	13.528	.000
I like the excitement	Between groups Within groups	8.028 158.611	1 142	8.028 1.117	7.187	.008
I like the teamwork	Between groups Within groups	1.174 82.764	1 142	1.174 .583	2.014	.158
I like to meet new friends	Between groups Within groups	.111 114.628	1 142	.111 .807	.138	.711
I like the action	Between groups Within groups	5.840 95.486	1 142	5.840 .672	8.685	.004
I like to have something to do	Between groups Within groups	5.063 106.597	1 142	5.063 .751	6.744	.010
I like the rewards	Between groups Within groups	25.000 177.889	1 142	25.000 1.253	19.956	.000
I like to win	Between groups Within groups	11.674 180.819	1 142	11.674 1.273	9.167	.003
I like the coach	Between groups Within groups	.694 199.278	1 142	.694 1.403	.495	.483



Motive Items		SS	df	MS	F-Ratio	Sig
I like to be with my friends	Between groups Within groups	6.674 133.653	1 142	6.674 .941	7.090	.009
I want to gain status and recognition	Between groups Within groups	.006944 162.931	1 142	.006944 1.147	.006	.938
I like to use the equipment or facilities	Between groups Within groups	0.006944 138.653	1 142	.006944 .976	.007	.933
I like to travel	Between groups Within groups	9.507 162.431	1 142	9.507 1.144	8.311	.005
I want to release tension	Between groups Within groups	6.674 141.153	1 142	6.674 .994	6.714	.011
I want to get out of the house	Between groups Within groups	4.340 159.486	1 142	4.340 1.123	3.864	.051
I want to get rid of energy	Between groups Within groups	2.007 120.986	1 142	2.007 .852	2.356	.127
I want to go to a higher level	Between groups Within groups	.562 115.931	1 142	.562 .816	.689	.408
I want to learn new skills	Between groups Within groups	2.507 111.431	1 142	2.507 .785	3.195	.076
My parents or close friends want me to participate	Between groups Within groups	.840 152.097	1 142	.840 1.071	.784	.377
I want to be popular	Between groups Within groups	.694 167.944	1 142	.694 1.183	.587	.445

#### **4.4 Sport Participation motive factors in relation to Under-15 and Under-18 age group hockey players**

Table 10 showed that both groups rated skill development as the most important motive factor for participation in hockey, with mean of 4.1806 for the Under-18 age group and 4.222 for the Under-15 age group. Team orientation was rated as second most important motive factor and having almost similar means. However, both groups differed on the least important factor. The Under-18 group considered miscellaneous factor ( $m = 2.8889$ ) the least important factor, whereas the Under-15 group rated energy release factor ( $m = 2.6881$ ) as their least important factor. Other factors like fun, friendship, achievement and success, and fitness had means of 3 and above.

Table 10

**The mean scores and standard deviation of the sport participation motive factors in relation to the Under-15 and Under-18 age group**

Motive Factors	Age Group	No. of Participants	Mean	Standard Deviation
Achievement/Status	Under 18	72	3.4653	.7251
	Under 15	72	3.0069	.6473
	Total	144	3.2361	.7225
Energy Release	Under 18	72	3.0667	.6855
	Under 15	72	2.6861	.4374
	Total	144	2.8764	.6039
Fitness	Under 18	72	3.9676	.6878
	Under 15	72	3.8148	.5063
	Total	144	3.8912	.6067
Friendship	Under 18	72	3.7747	.6041
	Under 15	72	3.5243	.5441
	Total	144	3.6545	.5876
Fun	Under 18	72	3.7037	.7220
	Under 15	72	3.2176	.6056
	Total	144	3.4606	.7074
Miscellaneous	Under 18	72	2.8889	.9124
	Under 15	72	2.9907	.7120
	Total	144	2.9398	.8171
Skill Development	Under 18	72	4.1806	.6735
	Under 15	72	4.2222	.6737
	Total	144	4.2014	.6716
Team Orientation	Under 18	72	4.1434	.6171
	Under 15	72	4.1389	.5300
	Total	144	4.1366	.5732

Table 11 showed the results of the F-test using one-way analysis of variance on the eight factors. Results shows that achievement and success factor ( $F = 16.010$ ,  $p = .000$ ), energy release factor ( $F = 15.7770$ ,  $p = .000$ ), friendship factor ( $F = 7.387$ ,  $p = .007$ ) and fun factor ( $F = 19.160$ ,  $p = .000$ ) are significantly different between the two groups. The high F-ratio indicated that most of the motive items differed significantly as there were differences in the means. Fitness, miscellaneous, skill development and team orientation factors were found to be insignificant .

**Table 11**

**One way Analysis of Variance of the sport participation motive factors in relation to the Under-15 and Under-18 age group.**

Motive Factors		SS	df	MS	F- Ratio	Sig.
Achievement/Status	Between groups	7.562	1	7.562	16.010	.000
	Within groups	67.076	142	.472		
Energy Release	Between groups	5.214	1	5.214	15.770	.000
	Within groups	46.946	142	.331		
Fitness	Between groups	.840	1	.840	2.304	.131
	Within groups	51.789	142	.365		
Friendship	Between groups	2.441	1	2.441	7.387	.007
	Within groups	46.933	142	.331		
Fun	Between groups	8.507	1	8.507	19.160	.000
	Within groups	63.048	142	.444		
Miscellaneous	Between groups	.373	1	.373	.558	.456
	Within groups	95.105	142	.670		
Skill Development	Between groups	0.625	1	.0625	.138	.711
	Within groups	64.431	142	.454		
Team Orientation	Between groups	.0007716	1	.000771	.002	.962
	Within groups	46.980	142	6.331		

#### **4.5 Sport participation motive items in relation to less than 3 years and more than three years of experience in sport participation**

Table 12 shows the descriptive statistics of thirty motive items in relation to experience. Those having experience of three years and above identified team spirit as the most important motive ( $m = 4.3333$ ) followed by “to improve skills” ( $m = 4.2989$ ). Other important motives include “to be physically fit” ( $m = 4.1379$ ), “like the challenge” ( $m = 4.1034$ ), “to win” ( $m = 4.0920$ ), “to compete” ( $m = 4.0230$ ) and “teamwork” ( $m = 4.0115$ ). The least important motives are “to get out of the house” ( $m = 2.1954$ ), followed by “like to travel” ( $m = 2.6652$ ), “like to be popular” ( $m = 2.7241$ ) and “parents or close friends want me to participate” ( $m = 2.8500$ ).

For those with less than three years of experience in playing hockey, “I want to improve skills” ( $m = 4.3684$ ) was their most important motive, followed by “teamwork” ( $m = 4.3509$ ), “team spirit” ( $m = 4.2982$ ) and “to go to higher levels” ( $m = 4.2982$ ). “I want to get out of the house” ( $m = 1.9298$ ) was the least important motive for participation, followed by “like the reward” ( $m = 2.3684$ ), “to be popular” ( $m = 2.4035$ ) and “like the rewards” ( $m = 2.3158$ ).

Generally both group rated similar motives for their most important motives except “I like to compete” and “I like to win” and “I like the challenge” which were highly rated by those having three years of experience or more. The motive items “to be with friends” with mean score of 3.4023 for the more experienced and mean score of 2.9298 for the less experienced, as well as “to feel important” showed remarkable difference in mean scores.

Table 12

**The mean scores and standard deviation of the sport participation motive items in relation to years of experience.**

Motive Items	Experience (year)	Mean	Standard Deviation
I want to have fun	3 years or more	3.6437	1.0452
	Less than 3 years	3.3158	1.0882
I want to stay in shape	3 years or more	3.8276	.7346
	Less than 3 years	3.8421	.9409
I want to be physically fit	3 years or more	4.1494	.7238
	Less than 3 years	4.2982	.7311
I want to improve my skills	3 years or more	4.2989	.7489
	Less than 3 years	4.3684	.7229
I like the team spirit	3 years or more	4.3333	.7260
	Less than 3 years	4.2982	.7311
I like the challenge	3 years or more	4.1034	.8631
	Less than 3 years	4.0175	.7674
I like to get exercise	3 years or more	3.6092	.8939
	Less than 3 years	3.6667	.8522
I like being on the team	3 years or more	3.8851	.7690
	Less than 3 years	4.0351	.8653
I like to compete	3 years or more	4.0230	.8757
	Less than 3 years	3.7895	.8811
I like to do something I'm good at	3 years or more	3.8966	.8897
	Less than 3 years	3.5789	.9439
I like the excitement	3 years or more	3.2644	1.0725
	Less than 3 years	2.9825	1.0772
I like to meet new friends	3 years or more	3.3563	.9147
	Less than 3 years	3.4737	.8682
I like the action	3 years or more	3.8046	.8605
	Less than 3 years	3.5789	.8006
I like to have something to do	3 years or more	3.6782	.8957
	Less than 3 years	3.6667	.8729

Motive Items	Experience (year)	Mean	Standard Deviation
I like the rewards	3 years or more	2.9540	1.1999
	Less than 3 years	2.3684	1.0960
I like to win	3 years or more	4.0920	.9600
	Less than 3 years	3.5263	1.3510
I like the coach	3 years or more	2.9425	1.2042
	Less than 3 years	3.1228	1.1506
I like to feel important	3 years or more	3.3103	1.0489
	Less than 3 years	2.7544	.9312
I like to be with my friends	3 years or more	3.4023	.9700
	Less than 3 years	2.9298	.9610
I want to gain status and recognition	3 years or more	3.3793	1.0370
	Less than 3 years	3.2105	1.1138
I like to use the equipment or facilities	3 years or more	2.8506	.9945
	Less than 3 years	2.7895	.9772
I like to travel	3 years or more	2.6552	1.1188
	Less than 3 years	2.3158	1.0378
I want to release tension	3 years or more	3.2414	2.8596
	Less than 3 years	2.8596	1.0254
I want to get out of the house	3 years or more	2.1954	1.2089
	Less than 3 years	1.9298	.7987
I want to get rid of energy	3 years or more	3.1034	.9649
	Less than 3 years	2.8596	1.7987
I want to go to a higher level	3 years or more	4.1264	.8867
	Less than 3 years	4.1404	.9342
I want to learn new skills	3 years or more	4.0460	.9389
	Less than 3 years	4.2982	.8010
My parents or close friends want me to participate	3 years or more	2.8621	1.8621
	Less than 3 years	3.1579	1.0315
I want to be popular	3 years or more	2.7586	1.0780
	Less than 3 years	2.4912	1.0876



Table 13 showed the results of one way analysis of variance on the motive items in relation to years of experience. The F-test revealed that “I want to win” ( $F = 8.621$ ,  $p < .05$ ) was higher than the critical value of 3.84. Similarly “to feel important” ( $F = 10.556$ ), “like the rewards” ( $F = 8.776$ ), “teamwork” ( $F = 7.043$ ), “to be with friends” ( $F = 8.230$ ), “like to release tension” ( $F = 4.996$ ) were all significantly different between the two groups. “I like to have something to do” ( $F = .006$ ) and “I want to go to a higher level” ( $F = .008$ ) showed that there was little difference in the means of these two groups.

**Table 13**

**One way Analysis of Variance of the sport participation motive items in relation to years of experience.**

Motive Items		SS	df	MS	F-Ratio	Sig.
I want to have fun	Between groups	3.702	1	3.702	3.280	.072
	Within groups	160.270	142	1.129		
I want to stay in shape	Between groups	.00726	1	.00726	.011	.918
	Within groups	95.993	142	.676		
I want to be physically fit	Between groups	.763	1	.763	1.444	.231
	Within groups	74.987	142	.528		
I want to improve my skills	Between groups	.167	1	.167	.305	.581
	Within groups	77.493	142	.546		
I like the team spirit	Between groups	.0424	1	.0424	.080	.778
	Within groups	75.263	142	.530		
I like the challenge	Between groups	.254	1	.254	.372	.543
	Within groups	97.051	142	.683		
I like to get exercise	Between groups	.114	1	.114	.148	.701
	Within groups	109.379	142	.770		
I like being on the team	Between groups	.775	1	.775	1.186	.278
	Within groups	92.780	142	.653		

Motive Items		SS	df	MS	F-Ratio	Sig.
I like to compete	Between groups Within groups	1.878 109.428	1 142	1.878 .771	2.437	.121
I like to do something I'm good at	Between groups Within groups	3.474 117.964	1 142	3.474 .831	4.182	.043
I like the excitement	Between groups Within groups	2.737 163.902	1 142	2.737 1.154	2.371	.126
I like the teamwork	Between groups Within groups	3.967 79.971	1 142	3.967 .563	7.043	.009
I like to meet new friends	Between groups Within groups	.474 114.165	1 142	.474 .804	.590	.444
I like the action	Between groups Within groups	1.753 99.573	1 142	1.753 .701	2.501	.116
I like to have something to do	Between groups Within groups	.0455 111.655	1 142	.00455 .786	.006	.939
I like the rewards	Between groups Within groups	11.810 191.079	1 142	11.810 1.346	8.776	.004
I like to win	Between groups Within groups	11.018 181.475	1 142	11.018 1.278	8.621	.004
I like the coach	Between groups Within groups	1.119 198.853	1 142	1.119 1.400	.799	.373
I like to feel important	Between groups Within groups	10.644 143.182	1 142	10.644 1.008	10.556	.001
I like to be with my friends	Between groups Within groups	7.688 132.639	1 142	7.688 .934	8.230	.005

Motive Items		SS	df	MS	F-Ratio	Sig.
I want to gain status and recognition	Between groups	.981	1	.981	.860	.355
	Within groups	161.956	142	1.141		
I like to use the equipment or facilities	Between groups	.129	1	.129	.123	.717
	Within groups	138.531	142	.976		
I like to travel	Between groups	3.967	1	3.967	3.353	.069
	Within groups	167.971	142	1.183		
I want to release tension	Between groups	5.018	1	5.018	4.990	.027
	Within groups	142.808	142	1.006		
I want to get out of the house	Between groups	2.429	1	2.429	2.137	.146
	Within groups	161.397	142	1.137		
I want to get rid of energy	Between groups	2.047	1	2.047	2.403	.123
	Within groups	120.946	142	.852		
I want to go to a higher level	Between groups	.0066667	1	.006667	.008	.928
	Within groups	116.486	142	.852		
I want to learn new skills	Between groups	2.192	1	2.192	2.785	.097
	Within groups	111.746	142	.787		
My parents or close friends want me to participate	Between groups	3.014	1	3.014	2.854	.093
	Within groups	149.924	142	1.056		
I want to be popular	Between groups	2.462	1	2.462	2.104	.149
	Within groups	166.177	142	1.170		

#### 4.6 Sport participation motive factors in relation to less than three years and more than three years of experience in sport participation .

**Table 14**

**The mean scores and standard deviation of the sport participation motive factors in relation to years of experience.**

Motive Factors	Experience (year)	No. of Participants	Mean	Standard Deviation
Achievement/Status	3 years or more	87	3.3985	.6750
	Less than 3 years	57	2.9883	.7278
Energy Release	3 years or more	87	2.9747	.6182
	Less than 3 years	57	2.7263	.5537
Fitness	3 years or more	87	3.8621	.6216
	Less than 3 years	57	3.9357	.5857
Friendship	3 years or more	87	3.7213	.5960
	Less than 3 years	57	3.5526	.5645
Fun	3 years or more	87	3.5709	.7024
	Less than 3 years	57	3.2924	.6874
Miscellaneous	3 years or more	87	2.8851	.8099
	Less than 3 years	57	3.0234	.8282
Skill Development	3 years or more	87	4.1571	.7004
	Less than 3 years	57	4.2690	.6250
Team Orientation	3 years or more	87	4.0766	.5811
	Less than 3 years	57	4.2281	.5533

Table 14 showed that the most important motive factors were skill development and team orientation .This was subscribed by both groups be it less or more than three years of experience.

However, those with less than 3 years of experience regarded skill development and team orientation more highly than the more experienced group. The less experienced group rated the energy release factor as the least important against the more experience

group who rated miscellaneous factor as least important. It should also be noted that the more experienced group also played for achievement and success, with the mean score of 3.3985 which was higher than the mean score ( $m = 2.9883$ ) of less experienced group. Fun factor was more attractive to the more experienced ( $m = 3.5709$ ) than the less experienced ( $m = 3.2924$ ). Friendship and fitness factors were also important with the range  $3 < \text{mean score} < 4$ .

The results (from Table 15) of a one-way analysis of variance between the two groups, that is, those with less than three years of experience and those who are 3 years and more in experience. The results revealed that achievement and success factor had the F-ratio of 11.950 which was significantly different between both groups. The high F-ratio indicated the difference in their means between the two groups. Fun factor ( $F = 5.506, p = .020$ ) and energy release factor ( $F = 6.030, p = .015$ ) were also significantly different. There was no significant difference in motive factors such as fitness, friendship, miscellaneous, skill development, and team orientation.

**Table 15**

**One way Analysis of Variance of the sport participation motive factors in relation to years of experience**

Motive Factors		SS	df	MS	F-Ratio	Sig.
Achievement/Status	Between groups	5.794	1	5.794	11.950	.001
	Within groups	68.845	142	.485		
Energy Release	Between groups	2.125	1	2.125	6.030	.015
	Within groups	50.035	142	.352		
Fitness	Between groups	.187	1	.187	.505	.478
	Within groups	52.442	142	.369		
Friendship	Between groups	.979	1	.979	2.873	.092
	Within groups	48.395	142	.341		
Fun	Between groups	2.671	1	2.671	5.506	.020
	Within groups	68.884	142	.485		
Miscellaneous	Between groups	.659	1	.659	.987	.322
	Within groups	94.819	142	.668		
Skill Development	Between groups	.431	1	.431	.956	.330
	Within groups	64.062	142	.451		
Team Orientation	Between groups	.790	1	.790	2.428	.121
	Within groups	46.191	142	.325		