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DIFFERENCES IN PLAYING CHARACTERISTICS BETWEEN LEE CHONG WEI AND LIN DAN

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Faculty of Sport Science and Recreation

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AUTHOR'S DECLARATION

I declare that the work in this research was carried out in accordance with the regulation of Universiti Teknologi MARA. It is original and is the result of my own work, unless otherwise indicates or acknowledge as references work. This research project has not been submitted to any other academic institution or non-academic institution for any degree of qualification.

I, hereby, acknowledge that have been supplied with Academic Rules and Regulation for Under Graduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

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ABSTRACT

A study to analysed the different in playing characteristic between winning and losing among badminton players were lack and not clearly discussed in the previous literature. The purpose of this study was to identify the different in playing characteristics between Lee Chong Wei and Lin Dan. There were two players and they were split into four groups which were Lee Chong Wei winning and losing, and Lin Dan winning and losing. 20 world championship level matches had been taken to be analysed which was five winning matches and five losing matches each. The playing characteristics that had been analysed were rally, short serve, long serve, receive net, receive return, smash, net, unforced error net, unforced error out, return, outcome win, outcome lose, cause unforced error, cause smash, cause opponent, cause return, cause net, cause drop shot and cause serve. The result were determined by using One-way ANOVA where to analyse the different in playing characteristics between both players. The data shown that playing characteristics that had significant difference *($p < 0.05$)* between Lee Chong Wei and Lin Dan were rally *($F = 13.792$, $p < 0.000$)*, short serve *($F = 14.925$, $p < 0.000$)*, receive net *($F = 16.472$, $p < 0.000$)*, receive return *($F = 17.910$, $p < 0.000$)*, smash *($F = 7.711$, $p < 0.000$)*, net *($F = 5.732$, $p < 0.001$)*, unforced error net *($F = 8.509$, $p < 0.000$)*, unforced error out *($F = 6.370$, $p < 0.000$)*, return *($F = 11.708$, $p < 0.000$)*, outcome win *($F = 20.591$, $p < 0.000$)*, outcome lose *($F = 19.093$, $p < 0.000$)*, cause unforced error *($F = 15.116$, $p < 0.000$)* and caused opponent *($F = 7.017$, $p < 0.000$)*.

Keywords: playing characteristics, winning, losing

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