### UNIVERSITI TEKNOLOGI MARA

# DIFFERENCES OF PLAYING CHARACTERISTIC AMONG MALAYSIAN BADMINTON TEAM BETWEEN WINNING AND LOSING MATCHES IN SEA GAMES 2017

#### **ROZAIMI BIN ROSMAN**

Thesis submitted in partial fulfillment of the requirements for the degree of **Bachelor of Sport Sciences (Hons.)** 

**Faculty of Sport Sciences and Recreation** 

**June 2018** 

#### **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.

Name of student

Rozaimi bin Rosman

Student I.D. No

2016690764

Programme

5

Bachelor of Sport Science (Hons.)

Dissertation Title

Differences of Playing Characteristic among

Malaysian Badminton Team between Winning

and Losing Match in SEA Games 2017

Signature

.

June 2018

Date

#### **ABSTRACT**

A study made to analyzed the differences of playing characteristic among Malaysian badminton team between winning and losing matches were lack and not clearly discussed in the previous studies. The purpose of this study was to describe and differentiate the playing characteristics among Malaysian badminton team between winning and losing matches in Southeast Asian Games 2017. There were two groups which were winning groups and losing groups. A total of 35 matches in all events involving Malaysian team were taken to be analyzed which was twenty-two (22) winning matches and thirteen (13) losing matches. The playing characteristics that had been analyzed were the type of successful and unsuccessful shots of serve, clear shots, smash shots, drop shots, push shots, drive shots, net shots, lift shots and two type of unforced error which was hit net error and out of court area error. The result was obtained using independent T-test to analyze the differences of playing characteristics between both groups. The data shown that the playing characteristics that had a significant difference (p < 0.05) between the winning groups and the losing groups were successful net shots (t(33) = -2.382, p = 0.023), unsuccessful net shots (t(32.634) = -2.382) 3.035, p = 0.005), unsuccessful lift shots (t (33) = -4.052, p < 0.001), hit net error (t (33) = -2.500, p = 0.018), and out of court area error (t (32.802) = -2.142, p = 0.040). To conclude, the data shown that winning groups and losing groups have a significant difference in the amount of successful net shots, unsuccessful net shots, unsuccessful lift shots, hit the net error and out of court area error.

*Keywords:* badminton, playing characteristics, Malaysian badminton team, Southeast Asian Games 2017

## **TABLE OF CONTENT**

LETT	j	
AUTH	i	
ACKN	iii	
ABST	iv	
TABL	V	
LIST	OF TABLES	viii
СНАБ	PTER ONE INTRODUCTION	1
1.1	Background of Study	1
1.2	Problem Statement	2
1.3	Research Question	3
1.4	Research Objectives	3
1.5	Research Hypothesis	3
1.6	Significance of Study	5
1.7	Delimitation	5
1.8	Limitation	5
1.9	Definition of Term	6
CHAP	PTER TWO LITERATURE REVIEW	8
2.1	Introduction of the Sport	8
2.2	Playing Characteristic	9
2.	.2.1 Serve	9
2.	.2.2 Clear	9
2.	.2.3 Smash	10
2.	.2.4 Drop	10
2	2.5 Push	10

	2.2	2.6	Drive	10
	2.2	2.7	Net	11
	2.2	2.8	Lift	11
2.2.9		2.9	Number of Rally	11
	2.2	2.10	Unforced error	11
CHAPTER THREE RESEARCH METHODOLOGY				12
	3.1	Res	earch Design	12
	3.2	San	nple	12
	3.3	Inst	rumentation	13
	3.4	Dat	a Collection	13
	3.5	Dat	a Analysis	14
(	CHAP	TER	FOUR RESULT	15
	4.1 Re		iability	15
	4.2	Intra	a Reliability Testing	15
	4.3	Nor	rmal Distribution	16
	4.4	Hor	mogeneity of Variance	19
	4.5	Des	criptive Analysis	20
	4.6	Infe	erential Analysis	22
	4.6	5.1	Serve Success	22
	4.6	5.2	Serve Unsuccess	23
	4.6	5.3	Clear Success	24
	4.6	5.4	Clear Unsuccess	25
	4.6	5.5	Smash Success	26
4.6	5.6	Smash Unsuccess	27	
	4.6	5.7	Drop Success	28
	4.6	5.8	Drop Unsuccess	29
	4.6	5.9	Push Success	30