## UNIVERSITI TEKNOLOGI MARA

## FACTORS INFLUENCE ON AGGRESSION AMONG FOOTBALL PLAYER IN CYBERJAYA SOCIAL LEAGUE

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Research Project submitted in partial fulfillment of the requirements for the Bachelor of Sports Management (Hons.)

**Faculty of Sports Science and Recreation** 

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#### DECLARATION OF ORIGINAL WORK

#### BACHELOR OF SPORT MANAGEMENT (Hons)

#### FACUKTY OF SPORT SCIENCE AND RECREATION

#### UNIVERSITI TEKNOLOGI MARA

I am, Muhammad Azhan bin Azmee, hereby declare that:

This work has not previously been accepted in substance for any degree, locally or overseas, and is not being concurrently submitted for this degree or any other degrees.

This research project was the best result of any independent work and investigation, except where otherwise stated. I absolved Universiti Teknologi MARA and its Faculty of Sport Science and Recreation from any blame as a result of my work.

All verbatim extracts have been distinguished by quotation marks and sources of my information have been specifically acknowledged.

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#### **ABSTRACT**

The purpose of this study were to determine the influences on aggression among football player involve in Cyberjaya Social League (respondent). This study is conducted among respondents who are involve in the social league at Cyberjaya. The respondent was selected using the satrified random sampling technique. By analyze the data, both descriptive and inferential use in this research to identify the main factor of football player aggressiveness and determine the differences in terms of age and type venues for assist researchers the respective hypotheses. The sample of Cyberjaya Social League football player consists of 198 respondents by distribute a questionnaire as instrumentation. This research will be using SPSS version 23

**Keyword**: factors influence aggression, football players.