

Study of the resonance of NLP between the individual and team games for Diyala breeding teams

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Abstract

The study aimed to identify the level of NLP in the players of the education teams for individual and team games, and to identify the comparison between individual and team games in NLP, and the researcher adopted the descriptive research method in a comparative way on a sample of the players education teams (82) players, selected in the intentional way (100%) From the original community, and was selected (68) players for the main sample and (6) players for the sample survey, and after the systematic procedures in determining the variables of the study and its own scale, the scale was applied to the sample, and after processing the results program (SPSS), researcher Tan concluded a decrease in the level of NLP for individual and team games in the players of the education teams as the team games are better than the individual games in the nLP in the players of the education teams and with moral differences and recommended the researchers to develop psychological and mental programs for players to raise the level of NLP in addition to the allocation of a psychological guide to accompany and follow up sports teams in the education of Diyala.

Keywords: *NLP*

1- Introducing research

1.1 Introduction to research and care

NLP is one of the most important basic elements that helped knowledge on the structure of the human soul, considering it enjoys methods, methods and techniques organized, which reflect positively on human performance and change his subjective, psychological and physical behavior, it helps to reveal the world of the human (inner human) and all his potential.

It is an income science in all areas of life including sports, sports performance is characterized by continuous change through goal determination and winning where NLP works by supporting the level of individual performance and the development of collective skills, which contributes to raising their levels and making them distinctive,"where nLP enters into the behaviors and behaviors of players in terms of controlling their feelings and feelings in sports competitions"¹

In individual games we note that the performance is based on a great effort by the player, who draws a road map towards the goal and reach the win through NLP, which helps to build and develop in the skills and abilities sensory and cognitive through the strategy determined by the player, and this is in the nature of the case not much different from it in the team games which require sway greater effort from the player where the highlight is not only the movements The competitor but about everything that revolves around him and deal with them (tools -colleagues - public) and this requires to develop special strategies,through nLP, which works to collect that information from the external environment by the senses and organize them and arrange them in the mind of the player and program them to a distinctive mathematical performance and lies the importance of research to identify the level of NLP for individual games and difference between them.

1-2 search problem:

The mind and body are considered the basic structure of the human and the work of NLP to agree on the work between them and make them one system and this is what the player should enjoy, where it leads to the development of his skills and blow up the potential energy and employ it correctly and thus lead to athletic excellence, and is considered the age stage of the education teams (youth category) which is a stage The beginning of the progress and maturity of the right and proper intellectual and physical to reach the goal through change by behavior and development of performance, and according to the experience of the researchersthat there is no previous study compared in the nLP for individual games and teams for the teams of the education of diyala province so the researchers considered to study this problem which lies with the following questions:

- What is the level of players in diyala province's education teams for individual and team games inNLP?
- Is there a difference in NLP between the individual and team games of diyala province's education teams?

1-3 search objectives:

1-3-1 - To learn about the level of NLPforindividual and team games in the players of the Diyala provincial education team.

1-3-2 To identify the differences in NLP between individual and team games for diyala provincial education team players.

1.4 Research hypothesis

- A decrease in the level of NLP in the players of the Diyala provincial education teams forindividual and team games.
- There are no statistically significant differences in NLP between individual and team games in diyala education teams.

1-5 areas of research:

1-5-1 Human Field: Players of diyala education teams for individual and team games.

1-5-2 Time Domain: For the period of (5/10/2019- 1/1/2020).

1-5-3 Spatial Area: Gymnais/Directorate of Sports Activity and Scouting /Diyala.

1-6 Definition of terminology:

NLP:"Isa set of methods and methods based on sensory, linguistic and cognitive principles aimed at developing human behavior towards excellence, creativity and development and helping people achieve better successes and achievements in their livesand thus determine the effectiveness and success of these methods and the results theyachieve."

- NLP as "the method used to model excellence until it is copied and replicated"¹
- NLP"a scientific method aimed at integratinghuman thinking and linguistic construction and emotional (internal)forces, contributing to the creation of driving forces that lead the athlete permanently towards change for the better"
- Individual games: "Itis the kind of sport that a player can play individually (exercise it himself) such as swimming, arena and field games, cycling... "Etc."
- Team games: "Thisis a sport that includes a large number of players who participate in the game, where the player cannot perform it individually because it needs two teams and is subject to rules, instructions and conditions in the game."

2- Part 2: Theoretical lessons and similar studies

2.Theoretical studies and similar studies

2.1 Theoretical studies

2.1.1 NLP:

2.1.1.1 The concept of NLP:

It is an organized method that helps to recognize the composition of the human soul where it helps the individual to reach the feeling, thoughts, perception and perception, which helps to be able to perform physical, mental and physical, they are applied materials appearin the form of techniques that help and facilitate the dependence on abilities and build ambition.

So it is a system that helps human behaviors based on NLP to build a new way to understand the impact of communication to the human brain, self-improvement, self-management and communication between people more effectively, it is linguistic neuroprogramming.

First: What is the origin of the word Neuro linjuistic prgramig:

The word"Neuro"means nerve and Injustices linguistic and language and programing programming means

Programming means: - the ability of the individual to discover mental programs stored in the brain that help to communicate between the soul and others unconsciously.

Language: - Is a language that is not fabricated and expresses our way of thinking and some meanings in the form of pictures or events or feelings such as taste, smell and touch.

Nervousness: - Is the translation of the five senses, namely vision, hearing, sensation, smell and taste, in other words, is how to use the mind to achieve the desired outcome.

2-1-1-2 Representative systems for neurolinguistic programming:

The representative systems exist in each of us, but the difference in the order of the systems we find some have the sensory system is the leader which is used most of the time comes after that audio system and then the visual system is less activated", there is no optical human 100/% but it is said to have an optical representative system i.e. the visual system is dominant or leading

- Optical system:-visuai

It is a realization resulting from a vision as an external or internal view of memory using the sense of sight for example" seeing the image of the football player is an external image so if it is stored in the mind and remembered it became a picture of memory and these pictures are divided into

- 1- A real picture.
- 2- A photo of the memory.
- 3- Exceptional image

- Auditory audio system:-

Is the perception of the result of real hearing through the sense of hearing in memory which is:

- 1- Real hearing.
- 2- He heard my memory.
- 3- Extraordinary hearing

- Sensory system:-

It is an awareness resulting from a real or perceived feeling by using a sense of touch or feelings such as touching a basketball or remembering the feelings of winning a final football game.

- NLP skills in education:

NLP contributes to the success of the educational process, it is useful in discovering ways and ways to succeed the educational process, so the segment of educators and teachers is one of the groups in need for this science and its applications extended to all related to human activity such as education, mental health, physical marketing, marketing and skills and within areas of learning such as sports, games, the arts and others.

This science depends on experience and experience and leads to tangible calculated results such as the mental state of the individual in the direction of the path of the senses and identify ing them and recognize the level of perception of the individual and its limits such as the perceptions of space, time, things and forests" as well as the patterns of thinking and their role in the processes of creativity.

2-1-1-3 Information Processing Theory: -

The theory of information processing has developed a "theoretical" framework in learning, personality and psychotherapy, where it has been shown that there is a convergence between cognitive system and the type of future processes in the computer, the cognitive system in the computer in the individual similar to computer systems in long-term memory.

Noel(AOWall),Simon and Shaw (show)describe that man has a complex system that corresponds to computers functionally" where computer programs are characterized by intelligent performance according to a set of complex and sequential processes where they configure the units of information and elements of knowledge and receive, store and retrieve them between the stages of the surrounding excitement By the individual, all the stimuli received by the individual called (input) that affect the input of learning(INPUT)and theresponse to these inputs are called (output outputs) i.e. the theory of processing information has developed the developments of the interpretation of information received from sensory stimuli and processing to the outputs.

2.1.2 Benefits and advantages of NLP:

- 1- Helps the individual to control and direct his feelings positively.
- 2- The control of the individual on his style and way of thinking.
- 3- Promoting the spirit of harmony between the individual and the community.
- 4- Identify strategies and shorter ways of success and apply them to oneself.
- 5- The ability of the individual to convince others and influence them.
- 6- The individual does not depend on scientific allocations, so learning NLP is easier.
- 7- Get rid of fears and habits very quickly.

3. Research methodology and field procedures

3.1 Research methodology:

The logic of the title and the nature of the problem was imposed on the researchers by adopting the descriptive method, which is known as "one form of analysis and scientific interpretation organized to describe a specific phenomenon or problem and its representation as mediated by the collection of data and information codified about the phenomenon or problem and classification and analysis and subjecting it to the study of comparison" and the method of comparative study, which is known as "one of the methods used in the scientific method and aims to make comparisons between the phenomena to be studied to inconclusion¹

Similarity and difference, by comparison the researcher understands the mysterious and vague things surrounding the research problem "

3.2 Research community and its sample

The study community is determined by the 82 players of the Diyala education teams for individual and team games, who are 15-18 years old in secondary and preparatory schools for boys, representing the sample of the study and by (100%). In the way of the draw, the sample of the exploratory experiment was withdrawn (14) players and they represent the game of handball, which in turn represented the sample of the bases and scientific transactions of the scale, while the sample of the main experiment was (68) player, table (1) as a description of the study community

Table (1)

Team Games	Their number.	Individual Games	Their number.
Handball	14	Square and Square	13
Basketball	12	The table.	8
Futsal	10	Tennis	7
Volleyball	12	Badminton	6
Total	48	Total	34
Total number of national teams	82		

Describes Study Society

3-3 Search tools and means:

- 1- Survey of expert opinions for the validity of the scale.
- 2- NLP scale.
- 3- Arab and foreign sources.
- 4- A computer type (acer).
- 5- Data dump names.

3-4 Field search procedures:

3.4.1 Determining the NLP scale:

According to the experience of the researchers and their knowledge and according to the nature of the research problem and in accordance with the sample, the nLP scale was chosen from the study of Ala Zuhair and Jassim Mohammed Radhi,¹ which is determined by (89) poverty and according to the likert scale determined by alternatives (5-1) with a total score of (89-445) degrees on the extent that there are no correct and wrong answers, in addition to that the respondent chooses only one of the alternatives for each paragraph.

Very, very,	Very applicable.	Applies medium	Apply a little bit	It doesn't apply.
5	4	3	2	1

3-4-2- Scientific bases and transactions of the scale:

3.4.2.1 Virtual Honesty

It is one of the types of honesty in scientific research, meaning "to what degree measures the scale of the data collection tool what the research was designed for virtually," and it often depends on the opinions of the arbitrators and the percentage of their agreement, the scale was presented with paragraphs (89)² paragraphs distributed within the axes to the competent experts and agreed on the paragraphs of the scale without delay ingesting, deleting or merging, for the content of the text of the paragraphs and the percentage of their agreement was more than 80% and thus gained the measure of virtual honesty.

3.4.2.2 Scale stability

One of the seikometric characteristics of the scale is finding stability "which gives important indicators of the degree of consistency and stability in the responses of individuals to the tool and the stability was found through its application as agreed to the players reached (8) players on (18/11/2019) and reapplied after 10 days on (28/11/2019) and the simple correlation laboratory (Person) was calculated between the grades of the two applications (8970). The score (Sig)(0.000) is smaller than (0.05) at the level of indication (0.05) and the degree of freedom (6) and thus gained the measure of stability, but objective lyita has shown that the scale is answered through the choice of multiple and through the five alternatives and does not need any written answers to mention so it is objective as a matter of logic.

3-4-3: Poll experience

The exploratory experiment was conducted on the sample of the study numbering (6) players yeh handball players on (14/11/2019) was aimed at identifying some organizational matters and identifying the most important obstacles that the

researchers may face when applying the main experiment, and did not record the researcherTan any obstacles or difficulties significant.

3.4.4 Main experience

After preparing the requirements of this study and the prepared scale was applied to the sampleof(68) players of the teams and individual games for the education teams and with the help of the assistant team * on (8/1 2/2020) within the conditions of applying the steps of answering the scale.

Statistical means

The statistical bag system for educational and socialsciences(SPSS) was carried out (2) and the percentage,calculation, standarddeviation, standard error, hypothetical medium of nLP scale, simple correlation coefficient (Person) and test (T) for independent samples were calculated.

4- Presenting and discussing the results

4.1 View results

4-1-1 Presentation of the statistical parameters of the results of the NLP scale for individual and team games for the education teams and their analysis:

Table (1)

Shows the statistical parameters of the level of NLP in the players of the education teams compared to the hypothetical medium of its scale

Scale	Number of paragraphs	Total scale grade	Unit of measurement	Arithmetic medium	Standard deviation	Broke r	Twisting	Hypothetical medium
NLP	89	445	Class	210.50	7.378	210	0.841	267

The government's work on the "Women's And Women'

Table(1)showsthat the mathematical medium of nLP results in the players of the education teams for individual and team games was (210).50)And the standard deviation (7.378),the mediator(210),and the twisting(0).841),comparing thecomputational medium with the hypothetical medium of the scale (267) it was found that the sample did not exceed the hypothetical average level of the scale. (Thus achieving the first research objective) .

4-1-2 Presentation of the results of the Test T for neurolinguistic programming for individual and team games for the education teams and their analysis table(2)

Shows the statistical parameters of the Test (T) in NLP for individual and team games for the education teams

The	Sample	Number	Middle	Standard	ف	sig	Statistical
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name of the scale		of players	Arithmetic	deviation			indication
NLP scale	Individual Games	34	197.19	16.84	5.69	0.000	A statistical function.
	Team Games	34	223.87	18.05			

To see if there are statistically significant differences or not, we present the results of the test (T) and as described in table (2) where we find that the mathematical average of individual games was(197.19)and the standard deviation was (16.84) while the team games in the center of my account(223.87)and standard deviation (18.05)and the value of t (5.69) and the value of si g (0.0.69) and the value of si(0.69) 000) it is a statistical function because it is smaller than the value of the level of indication (0.05), and thus did not achieve the research hypothesis which stipulates that there are nostatistical differences in neuro-linguistic programming between individual games and teams and therefore we leave the zero hypothesis and rely on the alternative hypothesis, which is there differenceswith statistical significance between individual games and team games for the teams with a mathematical average greater than the average calculation of individual games.

4.2 Discussion of results

It is clear from table (1) that the sample lacks NLP in the center of my calculation did not exceed the hypothetical medium and the researchers attributed the lack of experience in the sample is one of the reasons that led to weakness in language programming, where Khader Shukr pointed out that NLP is "techniques for formalidentification. Experience in the mind and programming (change) for the better to improve the level of happiness and communication", the researchers believe that NLP is the process of entering information into the mind through the senses and changing the formality of experience and thus changing behavior as experience has a formality and structure that can be changed this from the essence of NLP.

In addition to other factors that have caused the reduction of the level of NLP is the lack of interest in psychological and mental aspects, which are one of the most important areas in the formation of NLP, which includes (positive thinking - motivation - building relationships andcommunication - planning -self-confidence - mental consolidation - determining stereotypes - anchoring - keeping up and driving-familiarity- personal superiority - identification Goals and achievement - ability and skill - change - decision-making - time line) where it is necessary to build a basic base that includes the areas of programming for this young sports segment to achieve the goals in an orderly manner and raise the level of performance and satisfaction "where NLP offers the possibility of excellence and excellence without limits only needs an open mind that accepts all new to achieve excellence and creativity."

Attention to the psychological aspect is a fundamental pillar for the player to compete through the characterization of behavior, interpretation, prediction, control, adjustment, control and guidance through sports situations.

As stated in table (2) which is the fundamental difference clear in the linguistic and linguistic programming of individual and team games, which was in favor of team games, we find that the team games show the ability of players to integrate with groups and promote the spirit of challenge towards competition because of the changes and different positions of play and the multiplicity of physical aspects and skills and plans all that force the player to think and practice and make the decision As quickly as possible, depending on the nature of the situation and the speed of play within the stadium, so he has a mental activity based on interaction with the course of play in terms of the field - referee - colleague - competitor - public and coach, where the group games are a competition between two thoughts, which makes the feeling of the players performing their duties collectively and cooperatively increases their sense of responsibility to achieve the goal and work in the spirit of the team.

It is a group that seeks through the consolidation of its efforts to achieve a common goal and therefore pushes to modify the common behavior of players, which lies in motivations, learning experiences and changes in maturity.

Therefore, the performance of sports requires upgrading all the factors affecting performance where this does not require attention to the physical aspects and the development of the level of the player in technical and planning aspects, but it is necessary to highlight by attention to the psychological aspects and through continuing to train on those aspects and repeating on the positive things of the psychological aspects.

5.1 Conclusions and recommendations

5.1.1 Conclusions

The researchers reached the following conclusions:

- 1- A decrease in the level of NLP for individual and team games in the players of the education teams.
- 2- Team games are better than individual games in NLP in the players of the education teams and with moral differences.

5.1.2 Recommendations

The researchers recommend:

- 1- Develop psychological and mental programs for players to raise the level of NLP.
- 2- Assigning a psychological guide to accompany and follow up sports teams in raising Diyala.

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