



Building Tests for Visual Skill (Tracking & Visual Focus) of Basketball Players

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Abstract

The researcher has used the Descriptive Method Measurement in purpose of cultivating the nature of the Research, he represents the Research through a Supreme Club of Basketball in Kurdistan Region in Season 2014 – 2015 quantity of Basketball players (114), they represent the Sample Building and the Researcher has used Diagram and Examination as instrument of Collecting Information. Furthermore, the Researcher has used Statistics Medium, Deviation Measurement, Rank Correlation Coefficient (Spearman), Independent Sample Examination, Medium, Lines and Torsion Modules.

Keywords: Visual Skill, Tracking, Basketball Players.

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Research Objectives

Designing and Examination Building (Tracking and Visual Focusing) by Basketball, but the Research Field includes the following:

- Human Field: The Players (Supreme Clubs) of Basketball in Kurdistan Region in Season 2014 – 2015.
- Time: from 03.04.2015 until 24.08.2015
- Locations: Club Halls (Zakho, Duhok, Dibis, Darbandikhan Citadel, New Sirwan, Sulaymaneyah Peshmarga).

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- Track Focus Test.
- Visual Focus Test.

The Researcher has recommended using these Tests from Trainers in purpose of knowing their Visual Skills of Basketball Players.

Research Definition

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1.1 Introduction and the importance of the Research

The Objective Tests belong to the main technical instruments in physical education, as well as it has an obvious role in specification, classification and evaluation in spite of directing the players by the means of acknowledgment of their Visual Skills and the scale of the safety of Players' Visual Organ. Thus most of experts and researchers and trainers are searching for objective tests that evaluate exactly the visual skills concerning different kinds of sports, therefore the test or the instrument or processing that will be implemented accordingly is multiple movement of the individual or standard tests so that the individual will be required to response independently from the others and resolving the results in a method that supplies different quantities of different individuals that has been applied to the test. And basketball is like other sports; people who appreciate such kind of sports need test, which is scientifically influential to exact statistics methods to confirm and improve liability in evaluation performance.

1.2 Problems of the Research:

The trainers and researchers have invented modern methods in purpose of training and improving physical skills of the players to reach maximum capacity, therefore, methods have been modified, additionally, the visual training is one of the methods used by trainer to develop their players' ability, with modifications and differences of visual skills - we need objective tests to evaluate these capabilities. The importance of this Research results in designing the measurement of visual skill tests of basketball players.

The Research Objectives

- Setting Tests of Skill Evaluation of Basketball Players.

4.1 Research Confirmation

- These confirmed tests evaluate the Level of Visual Skills of Basketball Players.

5.1 Research Dimensions:

5.1.1 Human Scope: Players of the Supreme Clubs of Kurdistan Region.

5.1.2 Space Scope: Sports halls of clubs (Zakho, Duho, Dibis, Qala, Akad Ainkawa, Darbadikhan, Peschmarga Sulayamaneyah and New Sirwan).

5.1.3 Time Scope: duration from 03.04.2015 until 24.08.2015.

6.1 Terminology Specification:

Eye Tracking:

Tracking and noting the goal (Ball) the more or less speed (20).

Visual Focusing:

Alternation of Eye Focus in purpose of goal in different directions and it should be speedy and in a tiny break time. (Tokano 101, 2007), (72, 2010 dunae).

2. Theoretical Study

2.1 Theoretical Studies:

Zieman and others (Zieman, et. al 1993) suppose that visual training in sports' fields in a tiny space relatively in sports' performance organization is considered to be tiny, but it has an influential role, and it is taken into consideration in widely range and developed in the last phases. Brain Ariel (1999) indicates that the visual training is one of the branches of optometry visual evaluation, and this branch takes Vision and Perceives into consideration, it evaluates and develops the performance level, in addition to that it specifies visual instruments, which are proper to nature of sports' activity. (Brain2004 127). The American Optometric Society (2004) supposes that visual influence can be studied through basic influences (the internal hardware influence) and (external software influence); the internal influence is meant the internal capacity of eyes for example capability of seeing and the internal physiological components for example pressure and others, it is to be used generally in medical fields for example astigmatism, myopic and hyperopia and their resolutions generally, this program needs often long term treatments even it is has a permanent argumentations, at the other side, the external influences on eyes means the improvement the eye's capability through improvement of quality performance in daily life and in the sports' field especially, furthermore, these influences includes the improvement of eye pixel dynamically and statically as well as the external perceiving, visual focusing ...etc. and it is used in the sports field widely and the results will be more than expected permanently. (www.pponline).

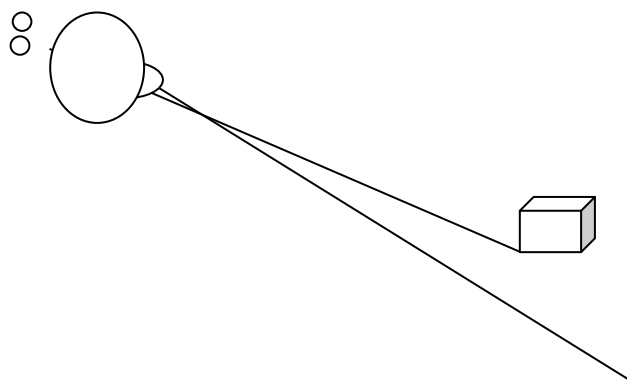
Visual Skills of the Basketball players:

The visual consciousness of our environment is a

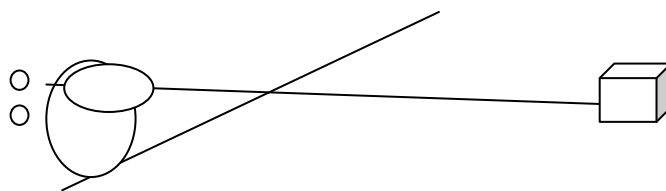
process affected by our consciousness through light waves, it results in the most important and essential visual skills of basketball players in accordance with implementation of the following game situations: Realization of the visual depth: basketball player need a new visage for specifying game space, directions, ball, his/her co-players and competitors, he/she should be able to specify distance exactly between him/her and the changing elements, and the (sense) distance consciousness is called visual depth. The visual depth will be carried out as following: when the eyes have distance and the visual needs focus on the occurrence, though the view will be transferred from the retina (eye – nets) to the brain, they will be integrated and build a single picture for the viewer, see the following cubic – view:

(1) (Al Mustafa 1996, 142)

Left – Side Eye View



Right – Side Eye View



From (1)

Explains how the Eyes realize the Cubic Form

Thus, the progressive basketball players who possess acquisition talents of ball, accuracy and goal, they possess a huge calculation in depth view, and the players who do not possess talents sufficiently, they should have myopic in specifying the depth view, therefore, the trainers and specialists for developing and improving the special sensuous realization of the players during training, the more the capabilities are improved, the more situations will be better.

Realization of Visual Space: the visual space should be defined as 'the full distance of the environment which we are able to see while it is in eye confirmed' the player needs a high performance level while training or playing the basketball and they develop a huge visual capability; for example: when a player tries to catch a goal, he/she should get the ball exactly and the circle surrounded by him, furthermore he/she should supervise his/her fellow players and competitors. The visual space will be affected through evaluation of each eye, the player closes an eye and focus on the indicator in front of the eye and moves the indicator along with the classified line, and the persons by their capabilities to see the indicator and even if they are not capable to see it, this should be repeated for each classification line and will be effected by tables that presents the areas in which the indicators are not visible. (Mahjub 2002, 191).

The normal vision distance is ca. (170) for both eyes, but the vertical vision is only ca. (74) degree above medium line (65) degree under the medium line and normally the visible fields surrounded by white line are wider than any color and then blue line followed by red, as well as, the pretended field which is evaluated is green, thus specifying the movement is the most sensuous one in the surrounding visual parts (Mahjub

2002, 192).

And the Incapability of visual side leads the player to fulfill and execute talents and take resolutions to plans and should behave in accordance with the situation or situations of the games in front of him/her, thus the movement space occurs in a narrow border and narrowed activity. It prepares the player's task while moving his/her hand affixing the ball or moving his/her eyes speedily toward the goal or he/she should compete the other players. The more the player execute the task speedily, the more he/she has opportunity to behave in accordance with the changing situations and cases in the game field.

3. Research Method and practical procedures

3.1 Research Method:

The researcher has used the description method in order to cultivate the research.

3.2 Communities and Research Sample:

In order to specify the de facto community in which the tests are implemented, the researcher has selected the supreme basketball teams in Kurdistan Region, which are (8) Teams out of (114) for the season of the year 2012 – 2015 as in the following table:

Table I. Supreme basketball teams in Kurdistan Region

Serial	Club Name	Number of Players
1	Zakho Club	16
2	Duhok Club	16
3	Dibis Club	14
4	Dabanikhan Club	13
5	Pershmarga Club Sulamaneyah	14
6	New Sirwan Club	14
7	Akad Club	10
8	Qala Club	14

Practical Research Procedures:

3.3 The Researcher has begun with the Following Steps:

The researcher has depended on designing tests, which are properly parallel with the research's objectives and after studying some available resources and indexes concerning the test designs.

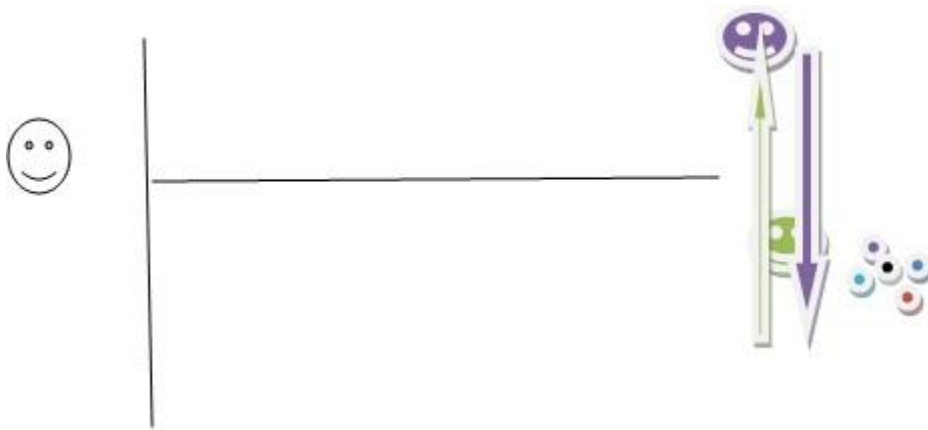
Performance Specifications

The player stands in distance ca. 3 meters from the trainer and the player's back directed to the trainer and in the readiness situation with existence of a barrier between two competitive players and the manipulator, if

the player hears the word 'start' he will moves around the trainer while they are ready, the two players challenging with chest – chanlage towards viewing of the 6 players with one the balls.

Test Terms:

(5) Balls will be handed – over to (5) Test – Persons and each ball will be covered with different red tapes. Every ball will be charged with (1) mark, if the player specifies the tape color existed on the ball being explained on one side of the ball.



The Second Test: Visual Focusing:

Visual focusing is the capability of focusing by a player on the goal or competing the opposite player concerning visual focusing evaluation.

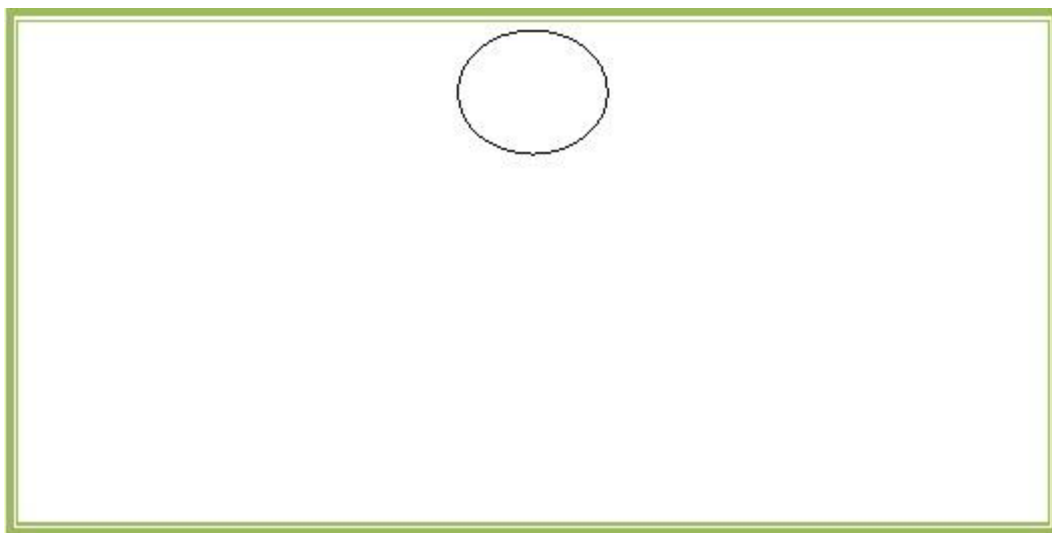
The implemented instruments:

Basketball arena.

A group of people who are divided spontaneously.

Performance Method:

The persona will be divided spontaneously from the beginning line to the middle line, and the player tries to compete his/her fellow player without touching any person.



Registrar stays beside and he/she must not bet the persons whom was touched by the registrar. Every test person will be given with 5 attempts and every attempt should take 10 seconds, thus the right attempt is not to touch any person.

Reconnaissance Test:

After the diagram form has been presented in which the rests are suggested, the researcher has tried to perform a Reconnaissance Test on 15.08.2013 the purpose behind it, is recognition of difficulties and obstacles that face the researcher in the main test as well as the duration of the time that is taken to each test.

6.3 The scientific base of suggested tests:

6.3.1 the validity of the tests:

In purpose of abating the valid results, the researcher stands with three types of validities

(correctness).

6.3.1.1 the validity (correctness) of the test: it means the capacity of the test and the evaluations that is setup for this purpose or the meant scale (1) thus the validity of the components has been justified by the experts in the entire test, the test has been presented to a group of experts as it shown in the index (1) (Albahi 1999, 23).

6.3.2.1 subjective validity (correctness): the researcher has used the self-sincerity that is calculation through square root for the sake of confirmation of the test, and it was explained that the test has gained a highly self – validity in a way that the first confirmation grade reached (0.98) and the second test reached (0.954) and it is obvious that the test has a highly rank of stability (Al Bahi 1999, 59).

6.3.2.2 differential validity:

The researcher used differential subjective

validity, as a test to distinguish between the Players of low capacities and high level capabilities, the researcher used the test (T) on a sample implementation of 114 players from supreme clubs, this sample was divided into the upper group and lower group and taking the ratio

(33), because sample is less than (400) and the number of upper Group (29) and a lower (29) and the result is as in the table (2) (Al-Naimi and al-Bayaty 2005.274) has been presented.

Table II. Explains the medium calculation and standard deviation of both groups Supreme and Lower Group and the rate evidence

Serial	Suggested Test	Supreme Group		Lower Group		Value T	Rate Evidence
		S	I	S	I		
1	Visual Tracking Test	2.45	0.656	4	0.654	12.52	Immaterial
2	Visual Focusing Test	1.7	0.565	2.78	0.70	9.12	Immaterial

6.3.2 Test confirmation:

The researcher used re-testing method for the sake of test confirmation used in the research with the sample on 15.06.2015, after 7 days the researcher has retested on 22.06.2015 which is resulted in 'Pearson

correlation coefficient' in a way that the value reached (R) in the first Test (0.979) and the second test reached (0.912) which is the higher than value R as in the table (3) explained (Al Ajili 1990, 143).

Table III. Explains Value (R) and the Value of Subjective Validity

Serial	Tests	Value R	Subjective Validity
1	Visual Tracking Test	0.979	0.98
2	Visual Focusing Test	0.912	0.954

6.3.3 Test Objectivity

Objectivity: it is avoiding racism and extremity when evaluating by the referrer or the person conducting the test and these tests depended on simplicity and clearness and it is far way from subjectivity, because the registration will be effected through degrees, thus it could be said, that the researcher enjoys objectivity in his

evaluation. (Radhwan 2006, 168).

7.3 Suitability of the Test Samples:

Suitability of the Tests in accordance with the sample and gaining and Arithmetic Mode and the dimension of the Sample are usually in the table No. (4).

Table IV. Explains Arithmetic and Standard Deviation and Mode, Lines and Torsion

Serial	Tests	S	I	Medium	Mode	Torsion
1	Visual Tracking Test	3.20	0.655	3	3	0.46
2	Visual Focusing Test	2.13	0.6	2	2	0.480

8.3 The Main Explanation:

The researcher reached the final form of the suggested tests and which are depended on scientific bases of the tests (Validity, Confirmation and Objectivity), thus it was confirmed that the evaluations are suitable concerning visual skills; the researcher prepared the following main tests in accordance with the sample.

9.3 Statistics Instruments:

The researcher has used the statistics reference of educational and psychological sciences for solving the diagrams.

4. Presentation, analyzing, argumentation and results.

4. Result Presentations and Argumentation

4.1 Result Presentation:

The tests were implemented in accordance with the samples and afterwards the researcher has gained the results, and to achieve the presented result by designing visual skills, the researcher has the confirmed that the suggested tests is suitable and it is in accordance with the sample, and it is in reality evaluate the players' visual skill level and visual tracking skills and the parallel movement of both eyes and hands, furthermore, the static vision which is setup during the results that are reached by the researcher and he concluded that the test

has a huger immaterial level followed by the research and test designs. Test correction and accurate design by jumping outside the three-point curve of basketball players

5. Conclusions and Recommendations

5.1 Conclusions

- The test has been designed and concerning visual skills of basketball players.

5.2 recommendations:

- This test is highly essential in consideration of knowing players' level and will be conducted by trainers and specialists in the training.
- Insisting on Visual Training in purpose of developing these capabilities in training units, because they are highly essential.
- Theses Tests can be used for both genders and Trainers confirm them.

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