

THESIS TITLE : THE DEVELOPMENT OF THAI NATIVE GAME CALLED "TOEI"
FOR COMPETITION

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ABSTRACT

The purpose of the present action research was to develop a Thai native game called "toei" with mode of playing and standard rules suitable for organizing a competition. The instruments used in the development of the game comprised of :

1. The mode of playing the game and standard rules which was developed by studying the mode of playing toei by people in the Thai provinces and other Asian countries. The researcher had also studied the procedures and rules of playing other international games in order to compile data for the purpose of developing mode of playing and standard rules for toei ;
2. A questionnaire to elicit opinions of experts, assistant researchers and the players of the game regarding the development of the toei game. The questionnaire had been scrutinized for correctness, suitability and content validity by five experts.
3. An evaluation form to be used with the experts and another form to be used with the players and spectators for the purpose of assessing the refined toei game for competition. The form had also been scrutinized for content validity by 5 experts before it was tried-out with a group of 60 subjects. The result of the try-out was a reliability of .87.

The samples used in the try-out and evaluation of the mode and rules of playing toei for a competition consisted of 80 lower secondary education students, 50 spectators and 5 experts, respectively.

The result of the research was a new, refined toei game for competition with mode and rules of playing as follows :

1. The field of play. The field is in a rectangular shape of 10 m. x 22.5 m. There is a longitudinal lane of 50 cm. in width in the center of the field which divides the field into two equal parts of 4.75 m. wide. There are another six transverse lanes called 1st, 2nd, 3rd, 4th, 5th and 6th lanes, respectively. These lanes essentially partition the field into 5 sections or 3.5 m. in width each.

2. Number of players and mode of playing. There are two teams each consisting of six players. The players are divided into the attack team and the defending team of 6 players, with 4 substitutes. The players of the attack team have to run across the transverse lanes, from the first to the last, then return to the starting line without being touched by the players of the opposing team. Any player of the attack team who is not touched by the players of the defending team receives one score. The players who make scores in the first inning will be awarded 2 scores for every success in the successive innings.

3. Duration of the game. Duration of the game is divided into two halves of six innings each. Each inning lasts two minutes. There is a break of five minutes between the halves. Whenever any player of the attack team is touched by the players of the defending team, the attackers automatically becomes the defenders.

4. Winning/losing decision. The team that makes the most scores at the end of the game wins the competition. If there is a tie when the time is up, an extension of one inning at a time will be granted until either team wins the game. However, only three innings will be allowed. If at the end of the third extended inning there still is a tie, the team that makes the highest score in each inning is the winner.

After the new toei game has been thus developed, the researcher had organized an intramural game competition for trophy between Boonleur Wittayanusorn and Mahisratipati Schools. After the competition the players of both teams and spectators were asked to respond to the evaluation form. The experts were also asked to do the same after having viewed a videotape of the game.

The results of evaluation showed that :

1. On the general aspect of competition, both the players and spectators responded agreeably at the "high" level ($\bar{X} = 4.31$ and 4.30 respectively), while the experts' opinion was at the "highest" level of agreement (70 per cent).

2. On the suitability of the mode of competition, the players responded agreeably at the "highest" level ($\bar{X} = 4.52$), the spectators at the "high" level ($\bar{X} = 4.18$) and the experts at the "high" level (60 per cent).

3. On the suitability of the mode competition, the play are responded agreeably at the "highest" level ($\bar{X} = 4.56$), the spectators at the "high" level ($\bar{X} = 4.45$) and the experts at the "highest" level (65 per cent).

4. On the suitability of competition procedure, both the players and spectators responded agreeably at the "highest" level ($\bar{X} = 4.55$ and 4.57 , respectively), while the experts' response was also agreeable at the "highest" level (65 per cent).

5. On the advantage of playing toei, both the players and spectators responded agreeably at the "highest" level ($\bar{X} = 4.66$ and 4.69 , respectively), while the experts' response was also agreeable at the "highest" level (74.78 per cent).

6. On the perfection of sport component of the toei game, the experts responded agreeably at the "highest" level (70 per cent).