

Bussabong Sookgul 2009: Leisure of Aggressive Behavior in Early Adolescents.

Master of Science (Recreation), Major Field: Recreation, Department of Physical Education.

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The purpose of this survey research was to study leisure behavior and leisure participation patterns of aggressive behavior in early adolescents. Subjects were 56 grade six students who studied at the schools in the city of Samut Prakan province. They were selected by purposive sampling from observation and behavior assessment of teachers in those classes.

The research instruments were the assessment behavior of aggressive behavior adolescents and leisure participation patterns of adolescents. The index of congruence of both questionnaires were in the range of .92-1.0 and .89-1.0 respectively. Meanwhile their reliability coefficient by Cronbach method were .89 and .92 respectively. Data were analyzed by using frequency and percentage.

Findings were showed that: - 1) leisure behavior of 75 percents aggressive behavior in early adolescents spoke hard tone when conversation to persons around them; 64.3% had immediate reaction to the unsatisfied action of persons around them ; 58.9 % always bawled / shouted to their friends or spoke loudly in the classroom; 57.1 % preferred to draw on the desk, chair, wall and toilet; 50 % preferred to push or attack the opposite site during playing sports and games ; 25% mostly preferred to have leisure activity on weekend ; 75% of adolescents mostly preferred to participation leisure activities to their friends ; 28.6% preferred mostly to go to game shop to participate to leisure activities ; 96.4% preferred mostly in group activity ; the reason of 39.3% adolescents mostly participated to activity in order to go with friends or by persuading of friends ; the factor effected 33.9% adolescents on leisure participation was himself / herself ; most 37.5 % of adolescents participated in playing computer game ; 30.4 % of adolescents participated in leisure more than four times a day , 1-2 hours for each (46.4%); 82.1% of them mostly had fun and pleasure when participation in leisure activities; and the benefit that participation in leisure activities were happiness and enjoyment (55.4%); and 2) leisure participation patterns that adolescents liked most was games-challenged ability game (50%) as well as simulator game (50%); at home activities-watching television (98.2%); outdoor activities-talking to friends (92.8%) and creative activity-drawing pictures (53.6%).

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Thesis Advisor's signature