

ANALYSIS OF THE IMAGE FOR RECREATION AND GAMES

- a case of recreation leaders, H Labor Union -

KAZUTOSHI TAKAHASHI (Tokai University)

The purpose of this study was to find the important meanings in image affected to one's recreation behavior, as measured by the World Association Test, existed among 30 male recreation leaders and 30 females recreation leaders (from 19 years old to 25 years old) in the H Labor Union. All subject were given two designated words, recreation and game, for each two minutes.

Some of the findings from the analysis led to the conclusion as follows:

- (1) The large number of activity responses were revealed in the image for recreation. It would be suggested that selection of recreation activities could be one of the important elements in recreation behavior.
- (2) Significant differences were found between the group of physical and table games and the group of gamble minded and social games. More various responses were revealed in the later group, both males and females.
- (3) Female recreation leaders seemed to be affected from many environmental factors in game situations compared with male recreation leaders.
- (4) Most of the recreation leaders were imaging recreation as group recreation.
- (5) Male recreation leaders were intended to image the games as physical and gamble-minded games, contrary to social games in female recreation leaders