

# The Effect of Sensation-Seeking Tendency on Sports Socialization among Marine Sports Club Members

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**Background/Objectives:** The aim of this research was to examine the effect of sensation-seeking tendency of marine sports club members on their sports socialization. **Methods/Statistical analysis:** The study involved a survey that had 268 respondents. Frequency analysis, exploratory factor analysis, reliability test, correlation analysis and multi-variate regression analysis, were done using a statistical program, SPSS21.0. The study established the following findings. **Findings:** First, among sub-variables of sensation-seeking tendency, disinhibition has a negative effect on dominance. Second, experience-seeking and thrill/adventure have a positive effect on activity. Third, boredom susceptibility, experience-seeking and thrill/adventure have a positive effect on security. Forth, experience-seeking and thrill/adventure have a positive effect on autonomy. Fifth, boredom susceptibility, thrill/adventure, and disinhibition have a positive effect on sociability. **Improvements/Applications:** In conclusion, while disinhibition has a negative effect on activity, sensation-seeking tendency has a partially positive effect on sports socialization.

**Key words:** *Boredom Susceptibility, Experience-Seeking, Thrill/Adventure, Disinhibition, Sports Socialization.*

## Introduction

Of late, the rapid change of living environments has resulted in a change in peoples' trends, including sports activities, which serve to satisfy the desires of many people. Marine sports, which goes beyond sporting activities in specific places, changes people's perception about sports as it treats sport the same as other leisure activities. This has formed a wide-ranging group of people who like marine sports.

There has been a rapid increase in the number of people who are trying to experience marine sports, such as dynamic and challenging water skiing, wakeboard, wind surfing, and yacht racing (Kim, 1995). Through Stimulating adventurous spirit and challenging peoples' desire, marine sports cultivate thrill, patience, strong mental power, and confidence which can assist participants to overcome extreme situations, raise the community consciousness and their sense of responsibility. Marine sports have emerged as a sport of freedom and personality (Kim and Yang, 2011).

The participants of marine sports also includes some professional whose activities are beyond enjoying leisure activities. They are viewed as elite players, and spend a lot of time enjoying these sports. They form a group called 'club of like-minded persons'. Such a club requires that its members are financially capable, have free time, and the members share high intelligence. Specifically, club members pursue new experiences through mind and sense, and tend to freely express their personal tastes, and active leadership.

Marine sports are highly related with sports stimulating adventure. Those who participate in such sports have a high propensity to overcome extreme conditions, and tend to pursue adventurous sensations (Park, 2008). Sensation-seeking tendency can be defined as tendencies to overcome psychologically perceived risks, and to seek sensation or experiences which are marvellous, varied and complex, but unforgettable (Zuckerman, 1979). Sensation-seeking tendency consists of boredom susceptibility, experience-seeking, thrill/adventure, and disinhibition; sports participants who have a strong sensation-seeking tendency are more likely to favour a risky sport (Rowland et al., 1986).

One of the importance of sport is that it's an institution that plays the role of socialization. The sports socialization process is where participants share values, beliefs, and attitudes as they interact with each other. Ultimately, in a sports society, individuals become part of a group by participating in sports, acquire the feel and culture of a specific society and express their characters. Sports socialization is categorized into socialization and de-socialization through sports.

Sport socialization is the process where that which is learned through sports in function, characteristics, value, attitude, knowledge, and tendency is generally carried on to various social phenomenon (Chun and Lee, 2011). Conversely, sports de-socialization is a departure from sports; either willingly giving up sports or through the influence of others. Therefore, sports socialization of marine sports club members is the process where club members learn values, beliefs, and attitudes through mutual interaction in a small societies manifested as a club.

Despite the rapid increase in the number of people who want to enjoy marine sports, there is inadequate research which try to understand behavioural characteristics of marine sports club members. Thus, the purpose of this study is to examine the effect of sensation-seeking tendencies of marine sports club members in regards to sports socialization and prepare basic sources to understand behavioural characteristics of marine sports club members.

## Materials and Methods

### *Study subjects*

The subjects of this study included adult males and females who occasionally participate in marine sports in the provinces of Gyeonggi and Chungcheongnamdo. Respondents were selected through convenience sampling. The questionnaires were distributed to 300 marine sports club members. Of the 300, only 268 copies of the questionnaire were used for the final analysis after excluding those copies where the respondents were not sincere in answering the questions. The general characteristics of respondents are shown in Table 1.

**Table 1:** General characteristics of respondents

Variable	Classification	Frequency (n)	Percentage (%)
Gender	male	147	54.9
	female	121	45.1
Age	20s	59	22.0
	30s	94	35.1
	40s	78	29.1
	50s and over	37	13.8
Kind	water ski	107	39.9
	wakeboard	98	36.6
	wind surfing	63	23.5
Participation	once a month	34	12.7
	2~3 times a	76	28.3

frequency	month	123	45.9
	4~5 times a month	35	13.1
	6 times or over		
Total		268	100

### ***Survey Tool***

In order to examine the effect of sensation-seeking tendencies of marine sports club members, in regard to sports socialization, this study utilized questionnaires. The questionnaires consisted of 4 questions on general characteristics, 22 questions on sensation-seeking tendencies, (independent variables), and 20 questions on sports socialization (dependent variable). The analysis of the answer to each question was done using a Likert scale which consists of five points from 1 point ('Not at all'), 2 points ('No'), 3 points ('So so'), 4 points ('Yes'), to 5 points ('Definitely yes').

The questions regarding sensation-seeking tendency in this study were originally developed by Zuckeman, Kolin, Price & Zoob (1964), and translated and used by Park, Lee & Yoon (1995). They were revised to fit the aim of this study. The questions on sports socialization are standardized ones of Kim (1996), which were utilized by Bang, Cho & Kim (2008) and Kim & Moon (2012). They were also revised them to fit the objective of this study. Sub-variables of sports socialization consist of dominance, activity, security, autonomy, and sociability.

### ***Validity and reliability***

#### ***Sensation-seeking tendency***

As shown in Table 2, Bartlett's unit matrix of sensation-seeking tendency is 3100.231 at a significance level of .001, and KMO index is .857, which proves that the selection of variables is proper. Based on these, this study conducted a factor analysis of 22 questions, and 4 factors were extracted, which is explained by 61.8% of total variance. Factor loadings of sub-factors of sensation-seeking tendency were as follows: boredom susceptibility (.690~.848), experience-seeking (.624~.836), thrill/adventure (.695~.835), and disinhibition (.611~.710). The reliability values were boredom susceptibility (.771), experience-seeking (.748), thrill/adventure (.751), and disinhibition (.800).

**Table 2:** Findings of exploratory factor analysis and reliability analysis of sensation-seeking tendency

Question	Boredom susceptibility	Experience-seeking	Thrill/Adventure	Disinhibition	h <sup>2</sup>
Q 21	<b>.848</b>	.077	.078	.075	.552
Q 19	<b>.787</b>	.085	.073	.149	.519
Q 20	<b>.759</b>	.064	.030	.127	.544
Q 18	<b>.754</b>	.102	.028	.150	.557
Q 22	<b>.738</b>	.130	.074	.017	.554
Q 16	<b>.704</b>	.250	.151	.194	.566
Q 17	<b>.690</b>	.280	.169	.224	.653
Q 14	.182	<b>.836</b>	.091	.152	.737
Q 12	.130	<b>.831</b>	.193	.060	.728
Q 11	.109	<b>.772</b>	.225	.120	.600
Q 15	.171	<b>.761</b>	.104	.052	.673
Q 10	.159	<b>.711</b>	.171	.198	.748
Q 13	.078	<b>.624</b>	-.114	.253	.573
Q 8	.047	.102	<b>.835</b>	.165	.763
Q 9	.117	.003	<b>.830</b>	.158	.621
Q 7	.034	.255	<b>.766</b>	.005	.618
Q 6	.217	.170	<b>.695</b>	.083	.633
Q 3	.051	.138	.134	<b>.710</b>	.602
Q 1	.207	.145	.049	<b>.697</b>	.655
Q 4	.234	.109	-.065	<b>.697</b>	.597
Q 2	.065	.048	.286	<b>.656</b>	.738
Q 5	.143	.231	.083	<b>.611</b>	.567
Eigen value	7.073	2.678	2.098	1.747	
Variance %	32.151	12.172	9.535	7.940	
Cumulative %	32.151	44.322	53.858	61.797	
Reliability	.771	.748	.751	.800	
Kaiser-Meyer-Olkin =.857					
Bartlett's unit matrix ( $\chi^2=3100.231$ , $df=231$ , $p=.000$ )					

### *Sports socialization*

As shown in Table 3, Bartlett's unit matrix of sports socialization is 3100.231 at a significance level of .001, and KMO index is .854, which proves that there was proper selection of variables. Based on these, this study did the factor analysis for 20 questions, and 5 factors were extracted, which is explained by the 68.4% of total variance. Factor loadings of sub-factors of sensation-seeking tendency were as follows: dominance (.857~.891), activity (.757~.795), security (.707~.813), autonomy (.686~.781), and sociability (.667~.746). Reliability values included: dominance (.815), activity (.844), security (.847), autonomy (.844), and sociability (.858).

**Table 3:** Findings of exploratory factor analysis and reliability analysis of sports socialization

Question	Dominance	Activity	Security	Autonomy	Sociability	h <sup>2</sup>
Q 7	<b>.891</b>	-.014	-.034	.013	-.065	.587
Q 4	<b>.880</b>	.061	.009	.085	.002	.627
Q 6	<b>.867</b>	-.009	.000	-.019	-.048	.501
Q 5	<b>.857</b>	.075	-.015	-.059	-.051	.785
Q 17	.025	<b>.795</b>	.250	.140	.007	.747
Q 20	.040	<b>.763</b>	.053	.253	.115	.755
Q 18	.036	<b>.760</b>	.192	.234	.103	.799
Q 19	.037	<b>.757</b>	.237	.180	.086	.682
Q 10	-.012	.218	<b>.813</b>	.112	.128	.688
Q 9	-.010	.095	<b>.793</b>	.196	.110	.737
Q 8	-.061	.117	<b>.752</b>	.306	.078	.674
Q 11	.034	.386	<b>.707</b>	.128	.082	.670
Q 13	.021	.075	.184	<b>.781</b>	.131	.668
Q1 4	-.022	.300	.187	<b>.729</b>	.130	.673
Q 15	-.020	.385	.118	<b>.688</b>	.181	.669
Q 12	.045	.274	.349	<b>.686</b>	-.020	.715
Q 1	-.013	.146	.095	.027	<b>.746</b>	.681
Q 2	-.167	.284	-.001	.205	<b>.691</b>	.670
Q 3	-.008	-.103	.182	.108	<b>.667</b>	.664
Eigen value	5.898	3.152	1.498	1.315	1.128	
Variance %	31.044	16.590	7.886	6.924	5.939	
Cumulative %	31.044	47.634	55.520	62.443	68.383	
Reliability						
Kaiser-Meyer-Olkin =.854						
Bartlett's unit matrix ( $\chi^2=2412.893$ , $df=171$ , $p=.000$ )						

### Data Analysis

Out of the 300 questionnaires, only 268 were used, excluding the copies where respondents were not sincere answering questions. In order to test normal distribution, validity, and reliability, this study conducted descriptive statistical analysis, exploratory factor analysis, and reliability test using SPSS 21.0. To examine the relations among variables, correlation analysis was conducted, and to examine causal relations among variables, a multivariate regression analysis was also performed. The significance level was found to be  $\alpha=.05$ .

### Results

#### Correlation analysis

Out of the 300 questionnaires, only 268 were used, excluding the copies where respondents were not sincere in answering questions. In order to test normal distribution, validity, and reliability, this study conducted a descriptive statistical analysis, exploratory factor analysis, and reliability test using SPSS 21.0. To examine the relations among variables, correlation analysis was conducted, and to examine causal relations among variables, a multivariate regression analysis was also performed. The significance level was found to be  $\alpha=.05$ .

**Table 4:** Findings of correlation between sensation-seeking tendency and sports socialization

Classification	A	B	C	D	E	F	G	H	I
Boredom susceptibility	-								
Experience-seeking,	.379 ***	-							
Thrill/Adventure	.394 ***	.394 ***	-						
Disinhibition	.334 ***	.277 ***	.291 ***	-					
Dominance	-.126*	-.059	-.090	-.316***	-				
Activity	.202 ***	.425 ***	.310 ***	.201 ***	.063	-			
Security	.323 ***	.460 ***	.344 ***	.196 ***	-.018	.491 ***	-		
Autonomy	.215 ***	.434 ***	.399 ***	.163 **	.012	.577 ***	.540 ***	-	

Sociability	.461 ***	.347 ***	.413 ***	.418 ***	-.121*	.288 ***	.301 ***	.339 ***	-
*** $p < .001$ , * $p < .05$									

***The Effects sensation-seeking tendency on sports socialization among marine sports club members***

***The effect of sensation-seeking tendency on dominance***

Table 5 shows the significant effects of sensation-seeking tendency on dominance ( $F=7.461$ ,  $p < .001$ ), and its explanatory power is approximately 10.2% ( $R^2=.102$ ) of all variance. Beta value for relative effect of sensation-seeking tendency on dominance is negative in disinhibition ( $\beta = -.316$ ,  $p < .001$ ).

**Table 5:** Findings of the effect of sensation-seeking tendency on dominance

	B	SE	$\beta$	t	Tolerance	VIF
Constant	4.649	.552		8.415***		
Boredom susceptibility	-.064	.112	-.039	-.574	.752	1.330
Experience-seeking	.068	.111	.041	.615	.774	1.293
Thrill/Adventure	.010	.108	.006	.094	.754	1.325
Disinhibition	-.498	.100	-.316	.4.962** *	.840	1.191
$F=7.461$ ***, $R^2=.102$ Adjusted $R^2=.088$						
*** $p < .001$						

***The effect of sensation-seeking tendency on activity***

As shown in Table 6, sensation-seeking tendency has a significant effect on activity ( $F=17.212$ ,  $p < .001$ ), and its explanatory power is approximately 20.7% ( $R^2=.207$ ) of all variance. Beta values for the relative effect of sensation-seeking tendency on activity are positive on experience-seeking ( $\beta = .351$ ,  $p < .001$ ) and thrill/adventure ( $\beta = .158$ ,  $p < .05$ ).



**Table 6:** The effect of sensation-seeking tendency on activity

	B	SE	$\beta$	t	Tolerance	VIF
Constant	1.267	.357		3.550***		
Boredom susceptibility	-.016	.072	-.014	-.219	.752	1.330
Experience-seeking	.403	.072	.351	5.628***	.774	1.293
Thrill/Adventure	.174	.069	.158	2.504*	.754	1.325
Disinhibition	.065	.065	.060	.996	.840	1.191
F=17.212***, R <sup>2</sup> =.207 Adjusted R <sup>2</sup> =.195						
***p<.001, *p<.05						

***The effect of sensation-seeking tendency on security***

As shown in Table 7, sensation-seeking tendency has a significant effect on security (F=22.618, p<.001), and its explanatory power is approximately 25.6% (R<sup>2</sup>=.256) of all variance. Beta values for relative effect of sensation-seeking tendency on security are positive on boredom susceptibility ( $\beta$ =.127, p<.05), experience-seeking ( $\beta$ =.349, p<.001), and thrill/adventure ( $\beta$ =.153, p<.05).

**Table 7:** The effect of sensation-seeking tendency on security

	B	SE	$\beta$	T	Tolerance	VIF
Constant	1.558	.308		5.055***		
Boredom susceptibility	.130	.063	.127	2.070*	.752	1.330
Experience-seeking	.357	.062	.349	5.767***	.774	1.293
Thrill/Adventure	.150	.060	.153	2.497*	.754	1.325
Disinhibition	.010	.056	.010	.177	.840	1.191
F=22.618***, R <sup>2</sup> =.256 Adjusted R <sup>2</sup> =.245						
***p<.001, *p<.05						

## Discussion

The purpose of this study was to examine the effect of sensation-seeking tendency on sports socialization among marine sports club members. The findings of the analysis are as follows:

In regard to sensation-seeking tendency in sports socialization among marine sports club members, it was established that while sensation-seeking tendency has a positive relationship with sociability, security, autonomy, and activity among sub-variables of sports socialization, disinhibition, a sub-variable of sensation-seeking tendency, and a negative relationship with dominance, a sub-variable of sports socialization. To have a more precise examination, this study conducted a multivariate regression analysis, and established that disinhibition has a negative effect on dominance, experience-seeking and thrill/adventure have a positive effect on activity and autonomy, boredom susceptibility, experience-seeking and thrill/adventure have a positive effect on security, while boredom susceptibility, thrill/adventure, and disinhibition have a positive effect on sociability.

Disinhibition with reference to marine sports club members is the tendency to seek new and exciting sensations through interaction with various kinds of people. This tendency has some negative effects on dominance, which is propensity to control other people. While marine sports club members tend to mingle with people, and maintain positive relations with them, they should desist from dominance which is the likelihood to be authoritarian and independent.

Marine sports club members are often bored of daily life routine and monotonous experiences, and are likely to pursue new experiences. As such, they like doing something new, such as taking risks (Ham and Jeon, 2015). Such a tendency is referred to as sensation-seeking tendency. Apart from dominance, all other tendencies have the same effect on sports socialization as in previous researches.

This Research is in agreement with previous research that sensation-seeking tendency of water ski and wakeboard club members has an effect on autonomy and sociability Lee & Lee (2015), that experience-seeking has an effect on dominance, activity, and autonomy, that thrill/adventure has an effect on dominance, activity, security, and autonomy Yoo (2014) and that disinhibition has an effect on activity. Additionally, the findings of Park (2008) that sensation-seeking tendency of extreme sports participants has significant effect on sports socialization backs this research. Marine sports are adventure sports that poses both physical and mental risks. The participants of adventure sports are willing to satisfy personal desires by seeking sensation through new and strange experiences and actions Yoo & Kang (2003) challenging new situation and risks regardless of the physical and social dangers. Consequently, they show a collective tendency to actively participate in sports such as marine sports activities, and desire to become members of a specific group so as to learn the group culture, and express themselves in it (Kim, 1996).

If we understand the sensation-seeking tendency of marine sports club members to a certain level, then we can have a better understanding of sport socialization among members and marine sports themselves. Since sensation-seeking depends on thrill and stimulus as the main objective for participation in marine sports, if the sport was to be suggested to someone who has low sensation-seeking tendency participation in high-risk marine sports, he or she might experience a negative mentality such as anxiety rather than pleasure or thrill, consequently giving up the sport. Therefore, the choice of marine sports should be left to individuals, who will activate and participate in marine sports as a result.

## **Conclusion**

The objective of this research was to examine the effect of sensation-seeking tendency of marine sports club members on their sports socialization. The study involved 268 respondents who were surveyed in order to achieve the aim. This research involved frequency analysis, exploratory factor analysis, reliability test, correlation analysis and multi-variate regression analysis were conducted using a statistical program, SPSS 21.0, and the following findings were obtained as a result:

First, among sub-variables of sensation-seeking tendency, disinhibition has a negative effect on dominance. Second, experience-seeking and thrill/adventure have a positive effect on



activity. Third, boredom susceptibility, experience-seeking and thrill/adventure have a positive effect on security. Forth, experience-seeking and thrill/adventure have a positive effect on autonomy. Fifth, boredom susceptibility, thrill/adventure, and disinhibition have a positive effect on sociability. In conclusion, while disinhibition has a negative effect on activity, sensation-seeking tendency has a partially positive effect on sports socialization.

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