

原著論文

2つの異なる Game Performance 評価法の差異性に関する検討 ーゲーム得点との関係を中心としてー

A study on the difference of two Game Performance Assessment Instrument :
Focusing on the relationship between the basketball game scores

藤澤 薫里¹⁾ 梅野 圭史²⁾ 林 修³⁾
Kaori Fujisawa¹⁾ Keiji Umeno²⁾ Osamu Hayashi³⁾

Abstract

In learning of ball game, students should develop the decision making behavior and the situational judgement ability, respectively. In our country, the Griffin's instrument or Goto's instrument had been used by P. E. teachers and sports coaches.

This study was designed to consider the relationship between the analyzing results with Griffin's instrument or Goto's instrument and the score per period on the basketball games. The subjects were 32 periods in 8 games of Women Basketball Tournament on all university of education in Japan (2012) .

The liner relationship was found to exist between the analyzing results with each instruments and the score per period. On Griffin's instrument, there were significant correlation value at Decision Making Index (.557) and Support Index (.500) . On Goto's instrument, the score per period is directly proportional (.672) to the rates of shooting to ball acquisition, the score per period is inversely proportional (-.470) to the rate of shooting with passes through two or more players. These results were indicated that Griffin's instrument has characteristic which can be assessed "the supporting play by off-ball players" and Goto's done which can be assessed "the superiority of transition offense or defense", respectively.

キーワード バasketボール 大学生 2つのゲーム評価法 ゲーム得点 評価特性

I. 緒言

ボールゲーム学習の中心は、パスをつないでシュートするところにある。こうした一連のプレイを意図的に展開させるためには、「作戦・戦術」を高めると同時に、ゲーム状況を

有利に進めていく「ゲームコントロール力」も必要である(谷釜, 2011)。

これまでわが国では、ボールゲーム学習におけるゲームパフォーマンス評価法として、Griffinら(1997)のGPAI(Game Performance

1) 兵庫教育大学大学院連合学校教育学研究科(鳴門教育大学配属)

*The Joint Graduate School in Science of School Education,
Hyogo University of Teacher Education*

2) 鳴門教育大学

Naruto University of Education

3) 和歌山大学

Wakayama University