

Building a Measure of Sensory Preferences For (Wrestling and Boxing) Players

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Abstract : The research aims to build a measure of sensory preferences for (wrestling and boxing) players. The researchers used the descriptive approach and a sample of (8) consisting of (40) wrestling players, (40) boxing players with different scales, and they were chosen in a deliberate random way, and the most important results were that there were statistically significant differences between wrestlers and boxers in the sensory preferences of their senses. There is no indication in the sensory preferences for the senses of "sight and hearing" and that the significance is in favor of the wrestlers in the senses of "sight and touch," and there is a convergence in the sense of hearing. Through the value of the averages After collecting the data and statistical treatments and the results reached by the researcher, it was possible to reach: The following conclusions and recommendations: There are differences between wrestling and boxing players in their sensory preferences, the senses used in learning, due to several reasons, the most important of which may be as follows:- Scales for the player and for each sport separately. The nature of the game, the performance of skills, and dealing with the opponent or competitor. Tools used in performance and training.

Keywords : sensory preferences, sensory scale, wrestling players, boxing players

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