

# Survey report - Database

## Work Package no : WP2 – Deliverable 2.2

**October 31, 2022**

---

## Table of Contents

1. Background.....	2
2. The main goal and specific objectives of the survey.....	2
3. Survey method .....	2
4. Demographics of the respondents.....	4
5. Survey results .....	6

## **1. Background**

According to UNESCO website “safeguarding and promoting TSG build temporal and cultural paths leading to intercultural and intercommunity dialogues. TSG promote the understanding of contemporary cultural, societal, and sports practices and anticipate their future evolutions. TSG give governments, communities, and individuals the chance to express both cultural pride and richness”<sup>1</sup>. It is very important issue to protect TSG for keeping our identity alive for other generations. That is why partners working in PROPACT Erasmus+ Project decided to conduct the survey to find out how TSG are recognised nowadays. The research results also provided information about the experience of TSG in different partners’ countries.

This report summarises the key findings of the Traditional Sports and Games survey, which was conducted by consortium working within Erasmus + Project: Promotion of physical activity through European traditional sports (PROPACT).

## **2. The main goal and specific objectives of the survey**

The main aim of this research was to identify the knowledge and experience about traditional sports and games in different groups of people in partners’ countries. The specific objectives focused on providing information from partnership on:

1. Finding how people understand and recognize traditional sports and games,
2. Identifying the most popular traditional sports and games in different regions, in different periods of time (past and present) and in different conditions,
3. Recognizing the opinion and statements about TSG,
4. Indication which TSG are currently practiced.

## **3. Survey method**

The survey was developed as an online questionnaire, with desktop, tablet and mobile optimised versions available for ease of completion. The survey was conducted by means of a questionnaire given via Google form to the students and adults to complete. The online questionnaire was

---

<sup>1</sup> <https://en.unesco.org/themes/sport-and-anti-doping/traditional-sports-and-games> (20.12.2022)

provided in a web link to share with all project partners. Since each partner received a link, survey participants' responses were completely anonymous. The questionnaire was delivered in October 2022, by following 8 project partners:

1. ASD CULTURA E SPORT MATERA (IT)
2. ASSOCIATION EUROPEENNE DES JEUX ETSPORTS TRADITIONNELS (FR)
3. COMUNE DI RAVENNA (IT)
4. GDANSK MIASTO NA PRAWACH POWIATU (PL)
5. PENDIK BELEDIYESI (TR)
6. SPORTNO DRUSTVO MEDIA SPORT (SI)
7. INSTYTUT ROZWOJU SPORTU I EDUKACJI (PL)
8. UNIVERSIDAD DE ZARAGOZA (ES).

The questionnaire consisted of 10 main questions (open-ended, partially closed, and closed questions) and 5 demographics (mostly closed-ended questions). The tool collected qualitative information.

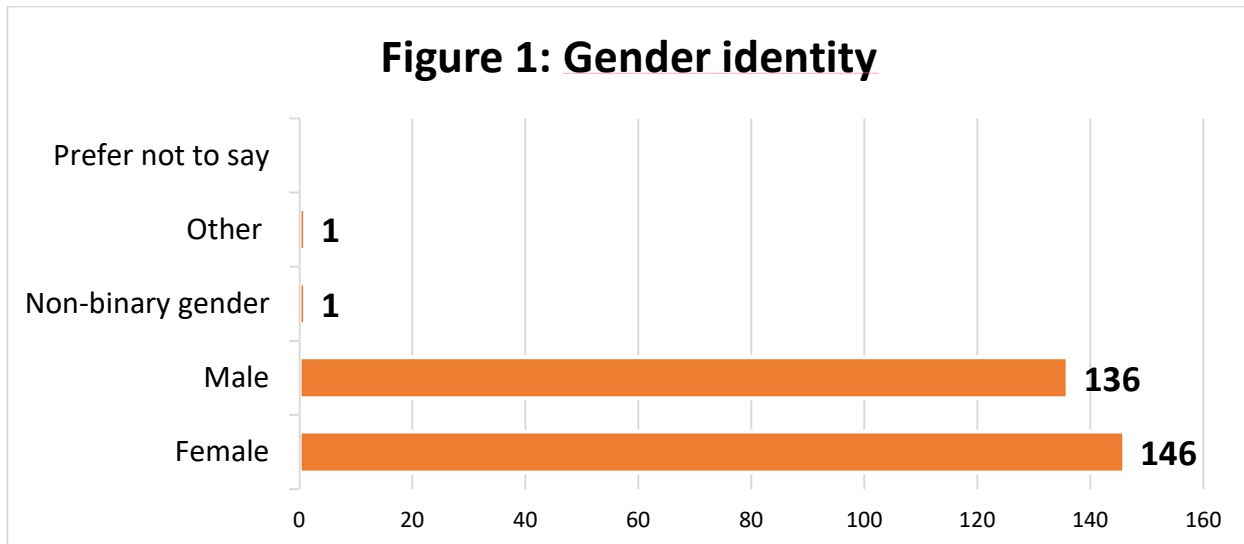
The survey was promoted by the project consortium via direct mails, newsletters, websites and their social media, to make successful participant recruitment. Participation in the study was completely voluntary. Completing the inquiry form took approximately 15 minutes.

At the close of the survey, a data checking and cleaning process was undertaken. This reviewed the quality of responses and removed any duplicate and empty answers. The total number of collected questionnaires by partner countries is presented below:

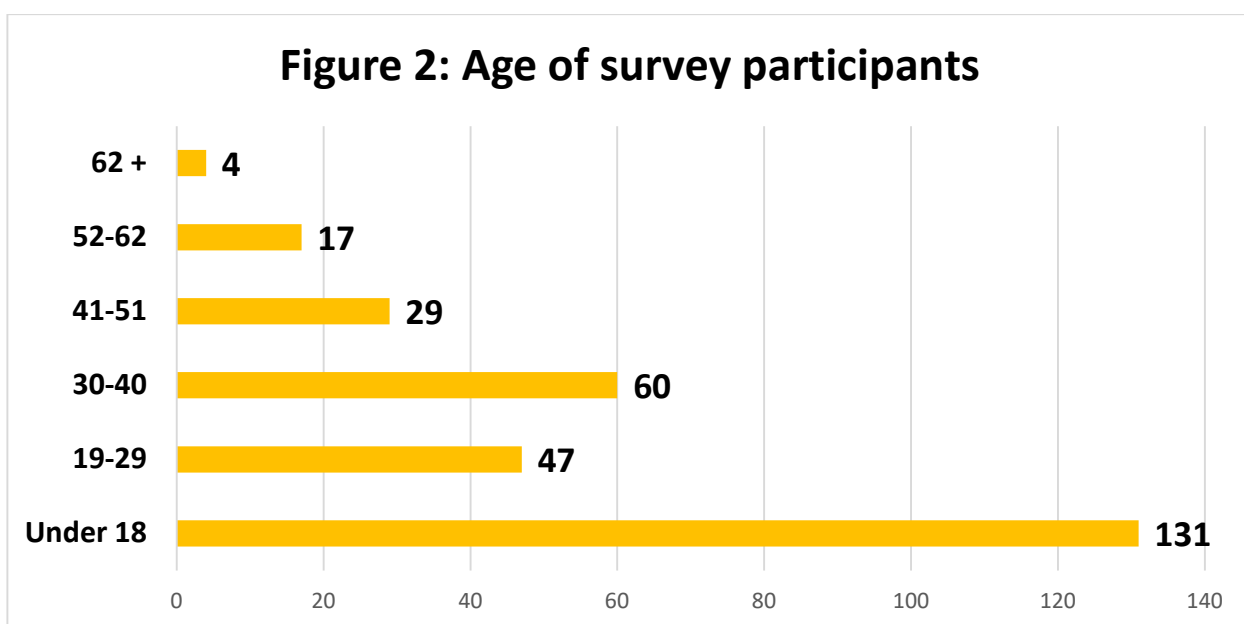
<b>Turkey - 48</b>
<b>Polnad - 53</b>
<b>Slovenia - 40</b>
<b>Italy - 94</b>
<b>Spain – 53</b>
<b>Total number of participants - 288</b>

#### 4. Demographics of the respondents

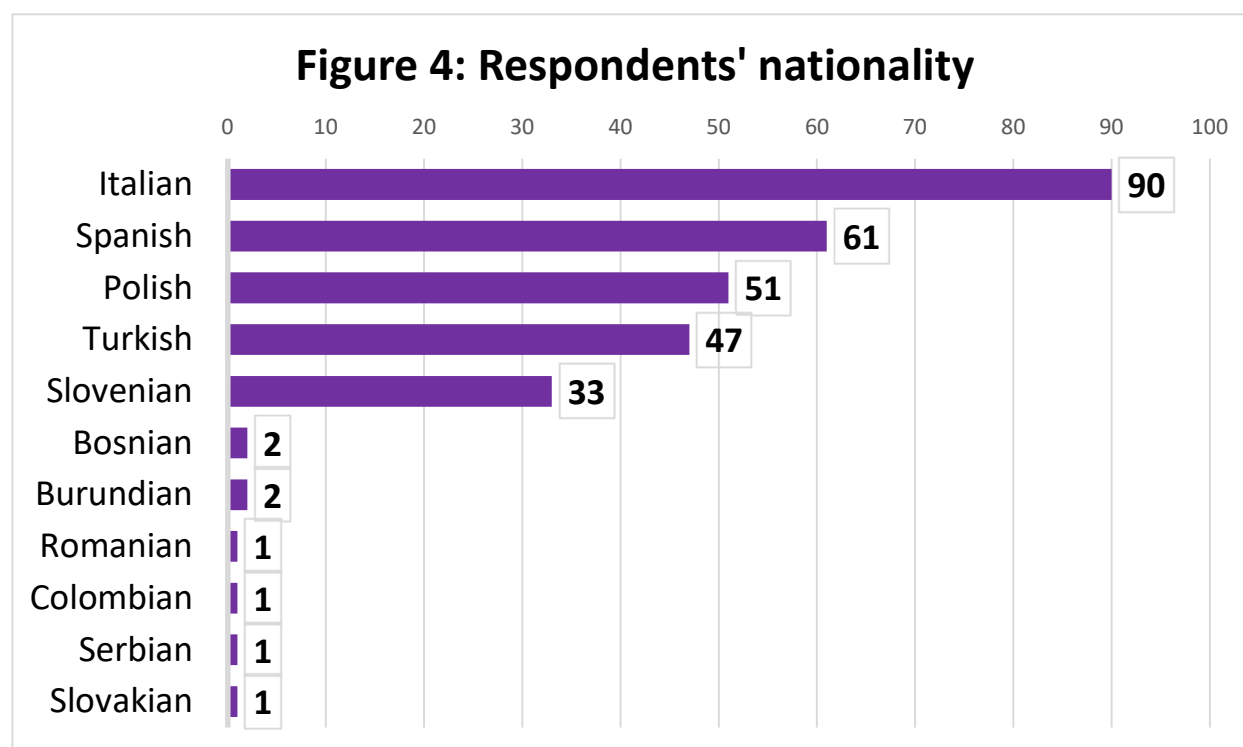
288 people participated in the study by completing the online survey, and 50% of that population was women. 4 of survey respondents did not tick the answer about their gender identity. The detailed structure of gender indication is shown on Figure 1.



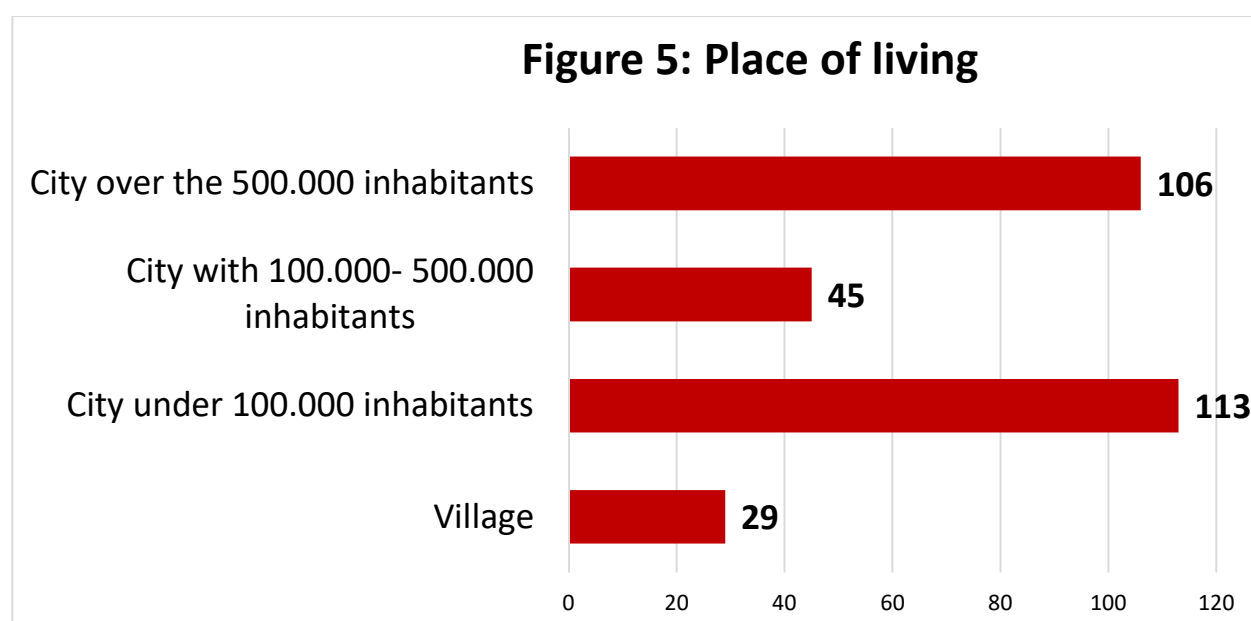
Participants were also asked about their age. The largest group of respondents was under 18 years old (45,5%), and only 4 persons were over 62 years old. Figure 2 illustrates the distribution of participants by age.



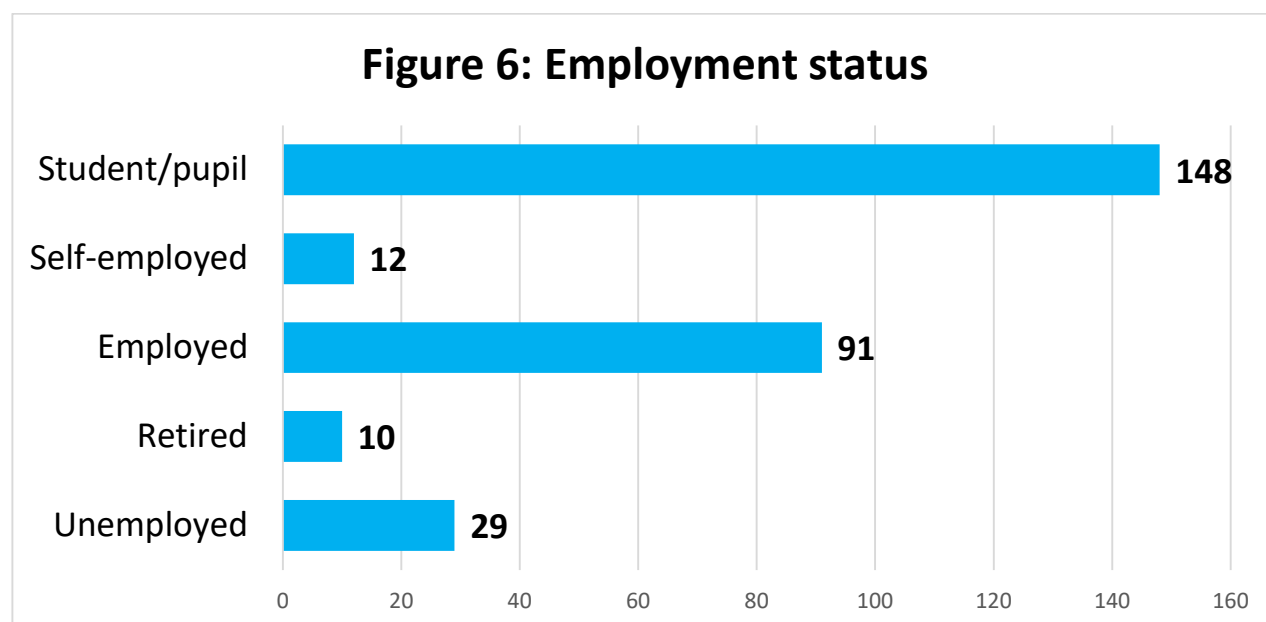
The next respondents characteristic was their nationality. That was an open-ended question. Every third survey participant was from Italy (31,2%). There were also a 8 respondents of different nationalities than project partners organizations. The detailed structure of the population is presented on Figure 4.



Only 10% of survey participants lived in villages, and over 52% of respondents indicated cities over 100.000 inhabitants as their place of living (see figure below).



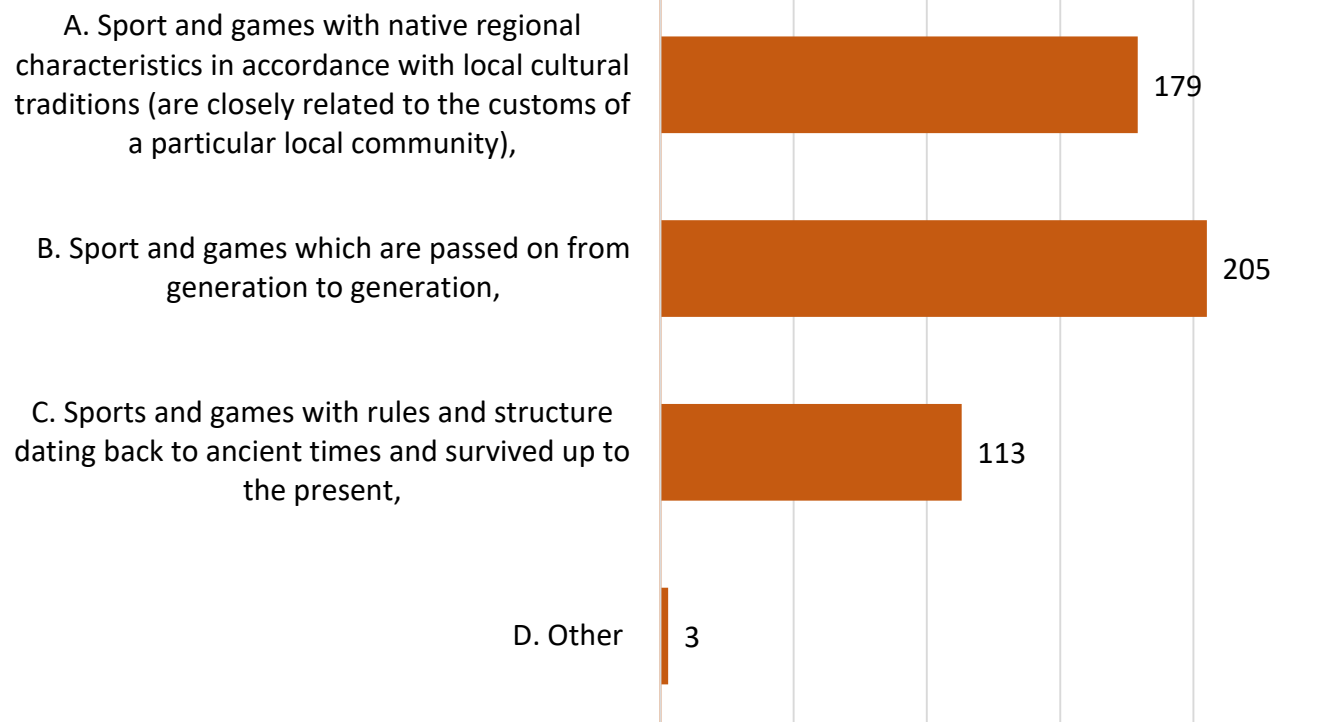
The last question relating to respondents characteristic was about their employment status (Figure 6). More than 51% of survey participants were pupils or students. Unemployed persons accounted for 10% of respondents.



## 5. Survey results

One of the research goals was to find out how the respondents recognize Traditional Sport and Games and what they understand by TSG. As shown in Figure 7 more than 71% of survey participants identify TSG as “sport and games which are passed on from generation to generation”, over 62% said that TSG were “sports and games with rules and structure dating back to ancient times and survived up to the present”. Almost 40% of research population ticked answer “C”: “Sports and games with rules and structure dating back to ancient times and survived up to the present”.

**Figure 7: The structure of the answers to the question no 1:  
"What do you understand by Traditional Sports and Games" (in  
total)**



One of the survey specific aim was to determine the knowledge of Traditional Sports and Games in partners countries. In open-ended question no 4 respondents were asked to give maximum 3 examples of Traditional Sports and Games they know. Table 1 shows the top names of TSG mentioned by survey participants from partners' country.

**Table 1: The structure of the answers: "What kind of Traditional Sports and Games do you know?" (by country)**

Names of TSG	Number of indications
<b>Turkey</b>	
Hopscotch	18
Hide and Seek	15
Javelin throw	14
Blindfold	13
<b>Poland</b>	
Football	19
Palant	17
Volleyball	12
Basketball	8



<b>Spain (UNIVERSIDAD DE ZARAGOZA) – no information provided</b>	
<b>Italy (ASD CULTURA E SPORT MATERA) – no information provided</b>	
<b>Slovenia</b>	
Football	29
Basketball	20
Tennis	6
Volleyball	5
<b>Italy (results from COMUNE DI RAVENNA)</b>	
Football	21
Folk dance	13
Volleyball	10
Card games	7

The study was also focusing on recognizing what kind of Traditional Sports and Games have been practiced in the last 5 years by survey participants. In the open-ended question no 5 they were asked to give maximum 3 examples of TSG they have been ever training/practiced. The detailed structure of that answers by country is shown on the Table 2.

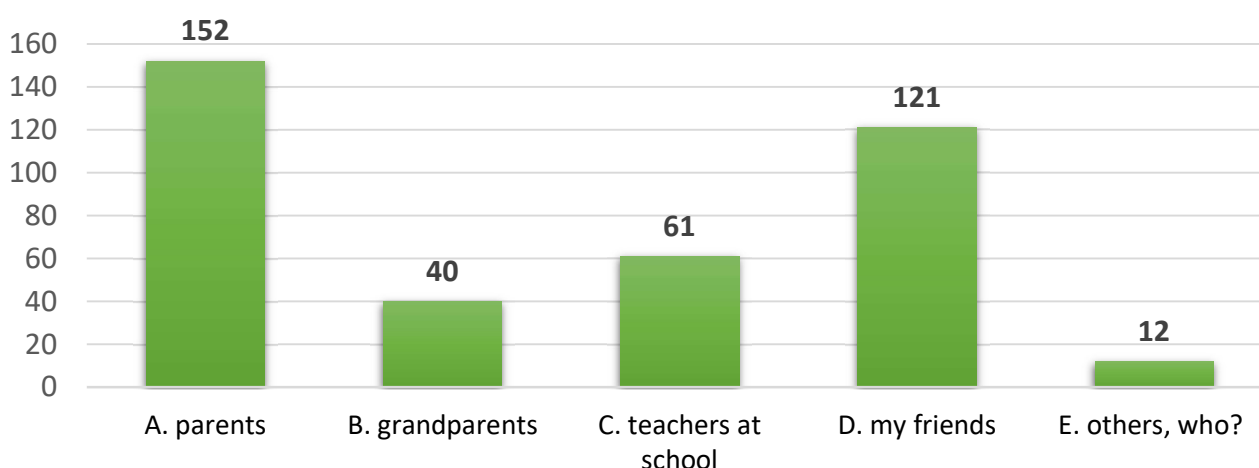
**Table 2: The structure of the answers: “What kind of Traditional Sports and Games have you practiced in the last 5 years?” (by country)**

<b>Names of TSG</b>	<b>Number of indications</b>
<b>Turkey</b>	
Hide and Seek	16
Archery	15
Dodgeball	15
Football	14
<b>Poland</b>	
Football	11
Volleyball	8
Badminton	5
Running	5
<b>Spain (UNIVERSIDAD DE ZARAGOZA) – no information provided</b>	
<b>Italy (ASD CULTURA E SPORT MATERA) – no information provided</b>	
<b>Slovenia</b>	
Football	33
Basketball	9
Tennis	2
Ristanc	2

Italy (results from COMUNE DI RAVENNA)	
Folk dance	15
Swimming	9
Card games	7
Football	6

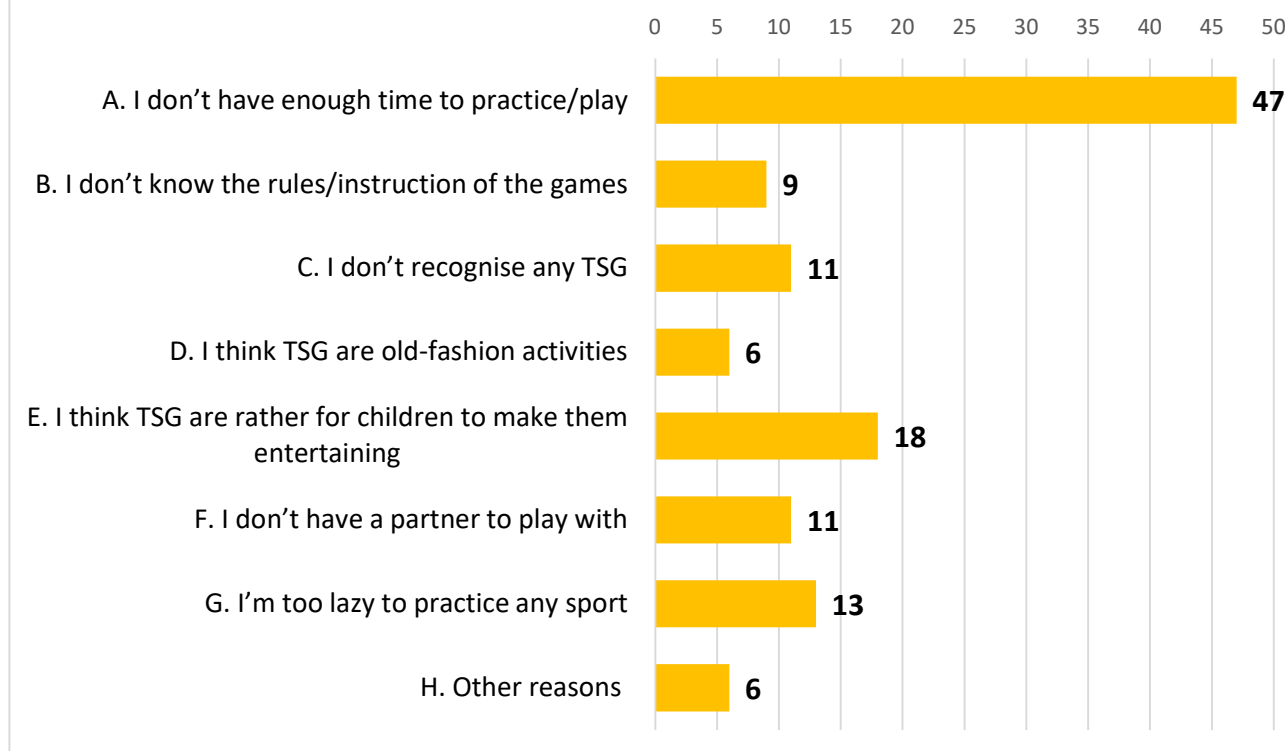
Respondents had been asked to indicate from a list who encouraged them to play if they had any experience with TSG (question no 6). The major group of population pointed to the parents (52,8%), and friends (42%). Only every fifth respondent (21%) indicated teachers at schools, as those who encouraged pupils to play TSG (Figure 8).

**Figure 8: Numbers of respondents indicating who encouraged them to play TSG (in total)**



Those respondents who had no practical experience with TSG were asked to answer the question no 7 from the questionnaire (Figure 9). The vast majority of 121 indications gave as the reason of the lack of TSG experience the lack of time to practice or play (48%). Almost 15% believed that TSG were rather for children's entertainment.

**Figure 9: The structure of the answers: "If you have no practical experience with Traditional Sports and Games, what is the main reason?" (in total)**



Survey participant were also questioned about their preferences of sport activity (question no 9). They had to rate mentioned types of activity and give points from 1, which meant: "I do not prefer/like", to 5 - "I prefer/like very much". According to the data (as presented in Table 3) the vast majority of respondents preferred the most sports and games which are:

- collective– 51,4%;
- outdoor – 54,8%;
- competitive – 37,8%.

**Table 3: The most preferable sport/game activity (in total)**

	1	2	3	4	5
<b>Individual</b>	45	61	80	40	62
<b>Collective</b>	10	15	44	72	<b>148</b>
<b>Spontaneous</b>	36	36	95	62	78
<b>Organised</b>	12	30	84	75	87

<b>Outdoor</b>	7	9	34	83	<b>155</b>
<b>Indoor</b>	37	52	76	82	41
<b>Non-competitive</b>	78	62	69	35	44
<b>Competitive</b>	31	27	57	64	<b>109</b>

One of the research's goals was to recognize what kind of Traditional Sports and Games are the most popular in the area/town/ village where survey participants have been living. In the open-ended question no 2 they were asked to give maximum 3 examples of TSG which are popular in their residing area. The detailed structure of that answers is shown on the Table 4.

**Table 4: The structure of the answers: “What are the most popular traditional games in your area/town/village?” (by country)**

<b>Names of TSG</b>	<b>Number of indications</b>
<b>Turkey</b>	
Hide and Seek	31
Blindfold	26
Hopscotch	18
Dodgeball	14
<b>Poland</b>	
Zbijak	27
Basketball	13
Dwa ognie	11
Ringo	10
<b>Spain</b>	
Rayuela	15
Tiro de sogá	12
La comba	12
Petanca	12
<b>Slovenia</b>	
Football	32
Basketball	19
Volleyball	7
Ristanc	5
<b>Italy (results from COMUNE DI RAVENNA)</b>	
Cards	21

Football	12
Bocce (bowls)	10
Folk dance	9
<b>Italy (ASD CULTURA E SPORT MATERA) – no information provided</b>	

The last open-ended question asked to recognize the level of the TSG knowledge was about the games played by respondents' parents (question 3). Research participants had to list maximum 3 TSG. Table 5 presents the structure of these findings.

**Table 5: The structure of the answers: “What games did your parents use to play?” (by country)**

<b>Names of TSG</b>	<b>Number of indications</b>
<b>Turkey</b>	
Hopscotch	21
Jackstones	20
Hide and Seek	17
Blindfold	15
<b>Poland</b>	
Football	17
Palant	17
Volleyball	9
Zbijak	9
<b>Spain</b>	
Las chapas	12
Tabas	12
Canicas	11
Tiro de sogas & Rayuela & Churro va	9
<b>Slovenia</b>	
Football	23
Basketball	10
Volleyball	6
Tennis	5
<b>Italy (results from COMUNE DI RAVENNA)</b>	
Card games	11
Hide and seek	8
Hopscotch	7

Football	7
<b>Italy (ASD CULTURA E SPORT MATERA) – no information provided</b>	

One of the specific objectives of this survey was to recognize the opinion and statements about TSG. The Likert scale was applied to achieve this goal and collect useful information connected to this issue. It provided five possible answers to a statement about traditional sports and games, that allowed respondents to indicate their positive-to-negative strength of agreement. Survey participants could express how much they agree or disagree with a particular statement. The collection of information on question 8 is presented below (Table 6)

**Table 6: The structure of the answers: “Rate your level of agreement with each of the following statements” (in total)**

	<b>Strongly Disagree</b>	<b>Disagree</b>	<b>Neutral</b>	<b>Agree</b>	<b>Strongly Agree</b>
TSG should always be taught as a part of physical education programme at all school levels	14	12	14	112	112
TSG don't teach players to win and lose - values which are useful in daily life	75	73	20	56	37
The benefit of TSG is healthy and happy competition	16	14	10	128	99
TSG can help develop imagination and creativity	17	14	10	121	103
We should concentrate on digital skills development rather than focus on traditional games practice	108	107	17	17	12
TSG are not prestigious. They are childish	124	102	16	16	5
Information and communication technology is not used enough in my country to promote TSG	48	47	36	57	54

The summarised findings show that:

- 78,4% of survey participants did not agree that TSG are not prestigious and that those activities are childish;
- more than 77% of respondents thought that TSG should always be taught as a part of physical education programme at all school levels;

- almost 80% of respondents agreed that the benefit of TSG is healthy and happy competition and TSG can help develop imagination and creativity (77,7% of indications);
- almost ¾ of respondent did not agree that we should concentrate on digital skills development rather than focus on traditional games practice;
- half of the survey population (51,3%) disagreed with the statement that TSG do not teach players to win and lose - values which are useful in daily life;
- almost the same structure of indications was in the statement that information and communication technology is not used enough in their country to promote TSG (32,9 % respondents disagreed with this statement, 38,5% had the opposite opinion).

The last question in questionnaire (no 10) was focused on finding out the reasons why Traditional Sports and Games are not sufficiently recognized. Over 63% of respondents pointed to answer C: “Changes of children environment (lack of time – too long of school time, not enough space in the cities for play, insufficient safety for children out of houses etc.)”. Not much less people (62,1%) indicated as the reason of little recognition of TSG popularity of the internet games and time consumed by this interest. Figure 10 shows other respondents’ opinions on question no 10.

**Figure 10: Why are Traditional Sports and Games not sufficiently recognized in your opinion? (in total)**

