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Table 2

Importance, Frequency, Feasibility, and Bridging Index for the 81 Fun-Determinants by Dimension

No.	Determinant	Importance Rating	Frequency Rating	Feasibility Rating	Bridging Value
1. Being a Good Sport		4.22	4.00	4.23	0.42
38	Playing well together as a team	4.55	3.86	4.07	0.22
54	Being supported by my teammates	4.32	4.08	4.28	0.28
79	Supporting my teammates	4.31	4.18	4.37	0.71
70	When players show good sportsmanship	4.30	3.91	4.15	0.45
75	Getting help from teammates	4.07	3.85	4.13	0.55
68	Warming up and stretching as a team	3.76	4.10	4.36	0.31
2. Trying Hard		4.19	4.04	4.28	0.39
73	Trying your best	4.68	4.40	4.64	0.56
5	Exercising and being active	4.48	4.54	4.66	0.30
58	Working hard	4.47	4.29	4.57	0.43
2	Playing well during a game	4.44	3.81	4.14	0.24
20	Being strong and confident	4.36	3.97	4.16	0.35
67	Getting/staying in shape	4.32	4.22	4.39	0.46
52	Competing	4.26	4.51	4.51	0.36
9	Making a good play (scoring, making a big save, etc.)	4.21	3.83	4.01	0.31
74	Setting and achieving goals	4.07	3.76	4.21	0.59
15	Playing rough	2.58	3.08	3.45	0.32

No.	Determinant	Importance Rating	Frequency Rating	Feasibility Rating	Bridging Value
3.	Positive Coaching	4.13	3.93	4.14	0.31
44	When a coach treats players with respect	4.57	4.34	4.38	0.33
8	When a coach encourages the team	4.47	4.25	4.47	0.18
65	Having a coach who is a positive role model	4.45	4.08	4.22	0.34
14	Getting clear, consistent communication from coaches	4.33	3.88	4.13	0.24
13	A coach who knows a lot about the sport	4.32	4.27	4.19	0.19
64	A coach who allows mistakes, while staying positive	4.31	3.87	3.99	0.33
7	A coach who listens to players and takes their opinions into consideration	4.18	3.59	4.04	0.18
81	A coach who you can talk to easily	4.14	3.85	4.00	0.65
76	A nice, friendly coach	4.11	4.10	4.14	0.49
1	Getting compliments from coaches	3.99	3.89	4.40	0.17
43	When a coach participates with players during practice	3.47	3.47	3.91	0.32
33	When a coach jokes around	3.27	3.51	3.75	0.25
4.	Learning and Improving	3.75	3.69	3.92	0.33
16	Being challenged to improve and get better at your sport	4.29	4.08	4.28	0.26
42	Learning from mistakes	4.21	3.83	4.09	0.32
69	Ball touches (dribbling, passing, shooting, etc.)	4.18	4.34	4.44	0.46
36	Improving athletic skills to play at the next level	4.16	3.81	3.96	0.31
61	Learning new skills	4.15	3.86	4.23	0.40
19	Using a skill you learned in practice during a game	3.77	3.68	3.91	0.28
25	Playing different positions	3.33	3.47	3.89	0.31
12	Going to sports camp	2.84	3.24	3.28	0.24
45	Copying the moves and tricks that professional athletes do	2.83	2.94	3.20	0.36
5.	Game Time Support	3.75	3.94	4.04	0.93
72	When parents show good sportsmanship (encouraging, not yelling)	4.05	3.94	4.03	1.00
28	A ref who makes consistent calls	3.93	2.98	3.17	0.91
41	Being congratulated for playing well	3.89	4.23	4.38	0.97

No.	Determinant	Importance Rating	Frequency Rating	Feasibility Rating	Bridging Value
47	Having people cheer at the game	3.69	4.39	4.36	0.98
11	Having your parent(s) watch your games	3.64	4.29	4.17	0.88
6	Getting complimented by other parents	3.29	3.78	4.13	0.82
6. Games		3.71	3.66	3.70	0.42
60	Getting playing time	4.55	4.48	4.38	0.51
37	Playing your favorite position	3.85	3.86	3.84	0.42
71	Playing against an evenly matched team	3.82	3.54	3.59	0.53
35	Being known by others for your sport skills	3.48	3.60	3.64	0.33
21	Playing on a nice field	3.34	3.39	3.40	0.30
55	Playing in tournaments	3.21	3.06	3.36	0.43
7. Practices		3.69	3.71	4.02	0.62
10	Having well-organized practices	4.18	3.76	4.09	0.54
22	Having the freedom to play creatively	3.86	3.71	3.84	0.62
18	Taking water breaks during practice	3.83	4.33	4.53	0.57
49	Scrimmaging during practice	3.79	4.10	4.39	0.71
57	Doing lots of different drills and activities during practice	3.74	3.77	4.17	0.71
40	Partner and small group drills	3.38	3.69	4.06	0.64
4	Practicing with specialty trainers/coaches	3.05	2.61	3.06	0.52
8. Team Friendships		3.68	3.95	4.03	0.08
17	Getting along with your teammates	4.49	4.30	4.19	0.00
23	Being around your friends	3.96	4.34	4.23	0.03
50	Having a group of friends outside of school	3.74	4.11	4.16	0.14
32	Being part of the same team year after year	3.55	4.02	3.89	0.08
51	Hanging out with teammates outside of practice or games	3.47	3.63	3.93	0.17
34	Talking and goofing off with teammates	3.30	3.82	3.98	0.08
31	Meeting new people	3.24	3.46	3.82	0.04
9. Mental Bonuses		3.58	3.41	3.57	0.54
29	Keeping a positive attitude	4.44	3.95	4.19	0.50
30	Winning	3.65	3.56	3.65	0.51
77	It relieves stress	3.45	3.59	3.70	0.52
78	Ignoring the score	2.78	2.55	2.75	0.63

No.	Determinant	Importance Rating	Frequency Rating	Feasibility Rating	Bridging Value
10. Team Rituals		2.85	3.29	3.69	0.12
39	High-fiving, fist-bumping, hugging	3.24	3.79	4.07	0.08
56	Showing team spirit (through gear, ribbons, signs, etc.)	3.08	3.02	3.57	0.15
24	Doing team rituals	2.91	3.11	3.63	0.05
3	End-of-season/team parties	2.90	4.04	4.08	0.04
46	Carpooling with teammates to practices and games	2.70	3.48	3.65	0.11
66	Going out to eat as a team	2.67	2.77	3.28	0.19
80	Doing a cool team cheer	2.49	2.80	3.54	0.23
11. Swag		2.61	3.07	3.34	0.58
27	Having nice sports gear and equipment	3.12	3.68	3.48	0.46
63	Earning medals or trophies	3.01	3.25	3.48	0.73
53	Traveling to new places to play	2.71	2.88	3.18	0.62
48	Wearing a special, cool uniform	2.66	3.57	3.59	0.54
62	Eating snacks/treats after the game	2.37	2.97	3.54	0.64
26	Staying in hotels for games/tournaments	2.21	1.97	2.48	0.46
59	Getting pictures taken	2.15	3.17	3.61	0.64

Note. The fun-dimensions and their determinants are presented from highest to lowest values importance value. The determinant number corresponds to its placement on the point map and point cluster maps, respectively.