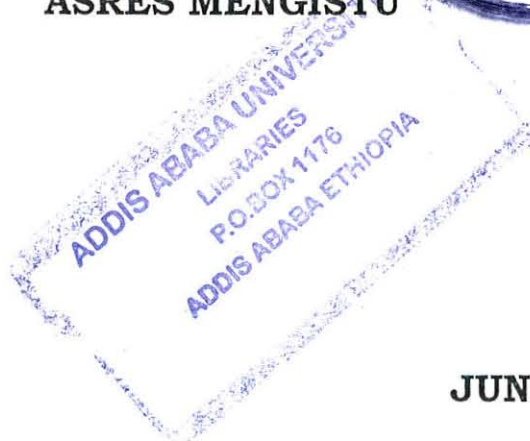


**ADDIS ABABA UNIVERSITY
SCHOOL OF GRADUATE STUDIES
INSTITUTE OF PSYCHOLOGY**

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FACTORS RELATED TO FOOTBALL FANS' AGGRESSION
AMONG ETHIOPIAN COFFEE AND SAINT GEORGE
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BY

ASRES MENGISTU



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**A THESIS SUBMITTED TO THE SCHOOL OF GRADUATE STUDIES OF ADDIS
ABABA UNIVERSITY IN PARTIAL FULFILLMENT OF THE REQUIREMENTS
FOR THE DEGREE OF MASTERS OF ARTS IN SOCIAL PSYCHOLOGY**

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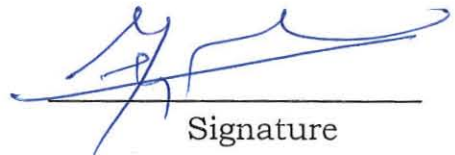


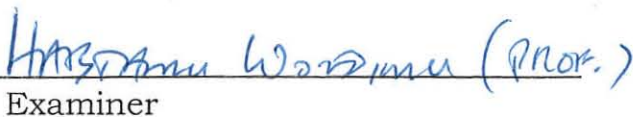
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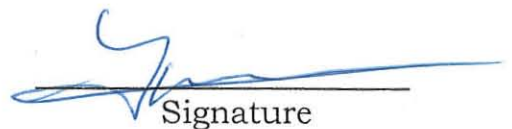


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June, 2010

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ABSTRACT

This study set out to assess the following: (1) Relationship between Social psychological factors (identification and de-individuation) and fan aggression, (2) Difference in aggression among fans' different levels of identification (3) Differences in aggressive behavior of football fans across socio-demographic factors. (4) Situational factors (venue, event, and staff variables) predicting fan aggression, and (5) Association between de-individuation and situational factors. A random sample of spectators (N = 220) at football league game in Addis Ababa Stadium were selected and completed a survey designed to identify or measure the aforementioned variables. The data was analyzed using statistics including, t-test, descriptive mean comparison, one-way analysis of variance, pearson correlation, linear and multiple regression. Linear regression showed that fan identification predicted fan aggression. Consistent with previous studies, highly identified fans were more likely to behave aggressively at games than moderately identified fans and lowly identified fans. Multiple regression indicated that de-individuation components: anonymity, arousal, group size, and loss of self awareness emerged as significant predictors of fan aggression respectively. Venue-situational factors: stadium location, temperature, noise level, and seating arrangement were rated important variables respectively. The two club fans did not show significant differences in the above venue variables. Event-situational factors: crowd demography, alcohol availability, performer behavior, event significance, and event duration were found to be important in contributing to aggression. The two clubs fans significantly differed in event significance, performance quality, crowding, and event duration among the event variables. Staff-situational factors: experience, communication, and training were rated important contributors to aggression for both club fans. The t- test also revealed that the two clubs fans significantly differed in communication among, presence, and experience of the police officers in their contribution to fan aggression. From socio-demographic factors, age and longevity of fandom were found to have significant effect on aggression. The research results indicated that those fans aged between 21-25 tended to show higher levels of aggression than any other age category. Fans with 6-10 years of fandom tended to experience lower levels of physical aggression than fans with more than 15 years of fandom. Analysis using a Pearson correlation matrix showed a positive correlation between de-individuation and situational factors: staff, event, and venue characteristics.

CHAPTER ONE

INTRODUCTION

1.1. Background of the Study

Sporting events are one of the many ways in which human aggressive behaviors are commonly observed. Football can be one such example where violent behaviors are exhibited. Scholars have offered somewhat different definitions to violent behaviors surrounding football. However, the definition this paper adopts (Hiel *et al.*, 2007) stated football related fan aggression or hooliganism as a distinct form of disorderly and destructive behavior in which participants are supporters or adherents of one or more football clubs or teams, and is frequently, evidenced at or immediately before or after matches. It has its roots as far back as the early days of the game in the late nineteenth century. The aggressive behavior of the early supporters was often directed against players or referees, with pitch invasions and 'missile throwing' often becoming the overt expression of their anger (Adair & Vamplew, 1990). In today's sporting public, football fan aggression may also include yelling, disorderly offences, assaults of players, pitch invasions, damage to property, injuries, and death (Russell, 2004 and The Bootle II, 2002).

In the contemporary world, Heil *et al.* (2007) claimed that despite developments with regard to policies and legislations to prevent and penalize disorderly behavior from football fans, supporters continue to engage in football violence. Giulianotti *et al.* (1994) further stated that football-related violence is a world phenomenon present in every country where the sport is played seriously and there is an organized league in place.

Aggression among football fans can occur due to a number of factors. From a social psychological perspective, identifiable explanations of football fan aggression can be de-individuation and social identity theories. Hogg & Vaughan (2005) stated that de-individuation brings a sense of reduced likelihood of punishment for acting aggressively, and loss of self awareness, which might be instigated by heightened levels of group cohesiveness and arousal. In addition, there is a sense of anonymity that come from being part of a large group and this further enhances the individual's perception that he or she would not be punished as an individual. This sense of anonymity is thought to contribute to an increased likelihood that people engage in aggressive behavior.

Another important contributing factor is social identification. Social identity, according to Hogg & Vaughan (2005), is that part of the self concept that derives from group membership. It is associated with group and inter-group behaviors, which have some notable general characteristics: in-group favoritism, inter-group differentiation; conformity to in-group norms; in-group solidarity and cohesion; and perception of self, out-groupers and fellow in-groupers in terms of relevant group stereotypes.

To illustrate this further in the world of football, Crisp *et al.* (2007) stated that the spectators' need to establish forms of group identification probably was a contributing factor to crowd disorder at sporting events.

Bernache-Assollant, Marie-Francoise & Braddock (2007) claimed that the bias of in-group and out-group evaluations among sport spectators indicated that situations involving threat to one's social identity enhances bias and that the greatest bias was exhibited by the most highly identified fans which can be a precursor of aggression to confront members of the out-group. It is believed that one's level of identification with a sports team will be a key variable in predicting level of sport spectator aggression. Moreover, Wann *et al.* (2003)

indicated that highly identified fans are more likely to act aggressively than lowly identified fans.

In addition, various aspects of situational factors may contribute to football fan aggression. Situational factors include any important features of the situation (venue-, event-, and staff-related variables), for example to mention some, under event-situational factors, crowding is one such factor. Crowding is known to play a key role in aggression. Roadburg (1980) argued that having personal space invaded can lead to aggression. He stated that it was crowding that made aggression more likely by limiting mobility etc among sport spectators. In venue-situational factors, increased noise level, according to Russell (2008), is associated with higher levels of aggression at sporting events. And under staff-situational factors, inexperienced of security personnel or police officers can contribute to fan aggression (Madensen & Eck, 2008).

In an effort to bridge the gap that exists in the study of football fan aggression in Ethiopia, it is necessary to develop a fan-based perspective on the impact of social psychological and situational factors on football fan aggression, incorporating the views of spectators on events they may well be exposed to or witness to some degree. Thus, the current study is designed to address the generally under researched problem of football fan aggression in Ethiopia by paying particular attention to Addis Ababa Stadium in two respects. First, it seeks to shed some light on social psychological contributing factors to fan aggression, namely de-individuation and social identity theories. Secondly, in exploring the explanatory power of Madenson & Eck's (2008) spectator violence triangle, the paper aims to contribute to those surrounding incidents of aggression involving football fans in Addis Ababa Stadium.

1.2. Statement of the Problem

The game of football in Ethiopia seems to be characterized by violent activities which spoils the recreational value of the game and discourages the sporting public from attending the events. These violent scenes continue to affect the game. If this is not checked, the fear will continue to grow in people's mind that they are not safe at the venue.

Observing violent behaviors in Addis Ababa Stadium especially whenever it hosts a significant match is a common experience and hardly would a game end without some skirmish from the supporting clubs and their fanatical fans getting involved in various acts of violence.

In some cases, football matches may not end at the specified time due to violence which may erupt before, during and after the game by some supporters with the quest for their clubs to win matches at all cost all the times.

The question under scrutiny is whether there are any underlying social psychological and situational factors responsible for the occurrence of fan aggression. And it is high time drastic measures are put in place to curtail this phenomenon. The joy and passion of the game is to unite and entertain the sporting fraternity and not to harm the sport loving public in any way.

Spectator aggression should be dealt with as a public safety concern. While spectators have rights, property destruction and threats or acts of violence should not be tolerated. Failure to prevent these incidents can produce a variety of negative consequences, including injury to spectators, entertainers, and security personnel; decreased public confidence; damage to the reputation of the facility and those providing the entertainment; and property destruction (Madensen & Eck, 2008).

The problem that will be addressed in this study begins with the process of looking into the social psychological and situation-specific causal factors responsible for fan aggressive behavior with a particular reference to two major clubs at Addis Ababa national stadium. The study will answer the following questions:

1. Is there significant relationship between some social psychological factors (social identification and de-individuation) and football fan aggression?
2. Is there a difference among football fans by fan identification levels on fan aggression?
3. What is the relative importance of situational factors (venue, staff, and event variables) in their contribution to football fan aggression?
4. Is there a significant difference in football fans' aggression in relation to socio-demographic variables?
5. What is the relationship between de-individuation and situational variables for becoming an aggressive football fan?

1.3. Objectives

General objective

The general focus of the present study is to investigate the social psychological and perceived situational factors contributing to football fan aggression among Eth. Coffee and St. George fans.

The following are the specific objectives of the study:

1. Explore the association between some social psychological factors (social identification and de-individuation) and football fan aggression
2. Determine if there is a difference among football fans by levels of fan identification on fan aggression

3. Investigate the relative importance of situational factors (venue, staff, and event variables) in their contribution to football fan aggression
4. Assess whether there is a significant difference in aggression among football fans across socio-demographic factors
5. Examine the relationship between de-individuation and situational variables for becoming an aggressive football fan

1.4. Significance and Justification of the study

The results obtained may generate a body of knowledge about the impact of de-individuation and fan identification and situational factors on fan aggressive behavior. It may also serve as a springboard for future researchers interested in the problem.

In addition, exploring the causal factors predicting fan aggression in the football arena may offer possible solutions to the impasse to the development of the Ethiopian football clubs with particular reference to Ethiopian Coffee and Saint George.

The study focuses on the fans of the Ethiopian Coffee and Saint George club for the following reasons. Primarily, as many would agree, most incidents of violent fan behaviors are witnessed when the stadium hosts the two clubs' matches. Secondly, they are supported by too many fans or spectators as this can be evidenced by the relatively crowded stadium seen especially when the two clubs face each other. Thirdly, these clubs are believed to be greatest rivals. Therefore, it is imperative to know the beliefs of the fans on aggressive behaviors exhibited from their perspective so that effective crowd management strategy can be put in place.

1.5. Delimitation and Limitation

This study is delimited in scope regarding stadia, population and sample, and variables to make it manageable in terms of time, money and labor required. Regarding stadia delimitation, it is restricted to Addis Ababa National Stadium. Only the clubs of Ethiopian Coffee and Saint George (here after Eth. Coffee and St. George) are considered. In relation to variables, the study is only delimited to investigate some key social psychological and situational variables and their relation to football fan aggression. Included in the study are the socio-demographic variables of the participants to be assessed with respect to fan aggression.

The study is not without drawbacks. One limitation involves the use of a small sample instead of a broader sample owing to financial constraint. In a sense, the football fan sample suffers somewhat from lower representativeness, a phenomenon that generally reduces its generalizability. This question concerns the extent to which the present findings generalize to the rest of the members in the population. A second limitation of the present work concerns standardization. The questions regarding situational factors and de-individuation were self developed which would be an indication of the lacking of standardization.

1.6. Operational Definition of Terms

Fan: Viewers and supporters of Ethiopian Coffee and Saint George clubs who are interested in and follow one of these sport teams. The terms fan and spectator are used interchangeably.

Aggression: Aggression is defined as all violent fan behaviors of Coffee or George football teams intended to hurt or to injure another person, physically or verbally. Hence, violence and aggression are used alternatively in this study.

De-individuation: The situation where aggressive behavior is released in groups (groups of fans of Ethiopian Coffee and Saint George football teams) in which individuals are not seen or paid attention to as individuals.

Fan Identification: The psychological connection that fans/spectators have with football teams of Coffee or George. Or the extent to which individuals perceive themselves as fans of one of the aforementioned teams, are involved with the team, are concerned with the team's performance, and view the team as a representation of themselves.

Social Psychological Factors: These refer to such factors as de-individuation and social identification that impact aggression with respect to fans of Coffee and George football teams.

Situational Factors: These are particular situation-specific factors that are bound to include such variables as venue, event and staff variables affecting fan aggression in Addis Ababa Stadium.

Football Fan Aggression: This refers to the form of disorderly and aggressive behavior in which participants are supporters or adherents of Coffee or George football clubs or teams evidenced at Addis Ababa Stadium.

CHAPTER TWO

REVIEW OF RELATED LITERATURE

The literature in this chapter is organized under three major sections. The first section deals with meaning and forms of aggression. The second section briefly touches on theoretical background of collective aggression with special stress on social identity theory and de-individuation. The third section deals with situational factors contributing to fan aggression.

2.1. The Meaning and Forms of Aggression

2.1.1. Definition of Aggression

Different kinds of definitions have been given for aggression by different scholars. Anderson (2002), for example, defines the concept of aggression as any behavior directed toward another person that is carried out with the intent to injure another person verbally or physically. In addition, the perpetrator must believe that the behavior will harm the target, and that the target is motivated to avoid the behavior. Violence may be defined as behavior that intentionally inflicts, or attempts to inflict, physical harm. Violence falls within the broader category of aggression, which can be seen as a form of physical assault based on intent to injure another person or destroy the property of others. All violence is aggression. However, Bredemeier (1983) defined aggressive behavior as the intentional initiation of violent and or harmful behavior. Violent behavior can be seen as the intent to hurt or injure an opponent through use of any physical and or verbal offences. This paper adopts the definition given by Bredemeier, and as such violence and aggression are used interchangeably in this study.

a threat to the group is a threat to each individual. Individuals self-stereotype themselves as typical group members. They learn the stereotypic norms from the actions of these distinctive members, and then conform to those norms, often producing polarized or extreme behavior (Turner as cited in Abrams, 1990).

According to social identity theory, by acting in a negative and/or hostile manner toward out-groups, people are motivated to behave in ways that maintain and increase their self image or self esteem. Having high self esteem is typically a perception of oneself as attractive, competent, likable and morally good person (Jacobson, 2003).

Members from the in-group ('us') are viewed unequivocally positively and out-group ('them') likely to be viewed negatively. This can lead to prejudice and discrimination towards out-group members. Individuals behave less as individuals and more as group members. This may result in the expression of values and behaviours not normally expressed as individuals as in-group pressures can commit individuals to confront and aggress against members of the out-group (Spaaij, 2008).

Self-categorization theory is an extension and development of social identity theory. It explicates the social cognitive underpinnings of group behavior in terms of the individual cognitive process of self-categorization. It subjectively minimizes intra-category differences and maximizes intercategory differences, and so produces stereotypic in-group and out-group perceptions which would ultimately prime individuals in the group to behave aggressively. (Abrams & Hogg, 1990).

Both social identity theory (SIT) and self-categorization theory (SCT) suggest that individuals (a) define their place in society to a large extent in terms of their social group memberships and (b) use social groups and group membership to develop and maintain a positive social identity. Generally, a

positive social identity is achieved by comparing one's own group to other groups to establish a positively valued psychological distinctiveness for one's in-group in relation to some out-groups. According to SCT, the psychological basis for group behavior is the categorization of self with others and a depersonalization in perception where one's unique characteristics fade from awareness and one defines oneself in terms of stereotypical group characteristics (Bernache-Assollant, Marie-Francoise & Braddock, 2007).

Another alternative social psychological account of the individual in the crowd, de-individuation is, as Postmes & Spears (1998) found, an important factor that has been proven to play a significant role in crowd behavior. De-individuation theory proposes that it is a psychological state of minimization of self evaluation and decreased self observation causing anti-normal and disinhibited behavior.

The same concept of de-individuation is portrayed by Reicher, Spears & Postmes (1995) that it is defined as a situation in which anti-normative behavior is established in a group due to the fact that the one's own self image or sense of individuality may be based primarily on what the identity of the group or the group represents. And people are not seen or paid attention to as individuals in groups or other collectives.

According to Prentice-Dunn & Rogers (1982), de-individuation has also been described as increased responsiveness to situational influences, acting with the group, to engage in anti-normative behaviors, taking little responsibility for their actions.

One of the key process variables or states in de-individuation is the size of the group. Postmes & Spears (1998) found that according to the de-individuation theory, the degree of aggression in the larger group will be stronger than that of the smaller group. Therefore, the members in a group that is larger in size will feel more anonymous. Once people become anonymous and submerge into the

crowd, they lose their individuality, accountability, and personal identity (Reicher, Spears & Postmes, 1995). This will cause an increase in subsequent negative or antisocial/anti-normative behavioral effects in relation to specific out-groups.

Reicher, Spears & Postmes (1995) further proposed that by losing personal identity the individual gains a sense of anonymity. Within a group the individual begins to take on the ideologies and beliefs of the group itself and thus associates themselves primarily with the group. This allows the members to rid themselves of social norms and enables them to commit horrific acts of hatred and violence.

Bartol as cited in The Bootle II (2002) also found that in de-individuation, individuals come to see themselves more as members of a group than as individuals. This can lead to a lowered sense of control for normally restrained behavior, as well, as leading the person to feel anonymous and less concerned with the consequences since they are acting as a group. This results in a reduced individual responsibility for actions, which makes them to disregard social norms and engage in crowd aggression ways and do certain things that they wouldn't normally do if they are exposed.

2.3. The Relationship between Social Identification and De-individuation with Football Fan Aggression

Social/fan identification in the football scene involves the extent to which the fan feels psychologically connected to a team; and how individuals define themselves with respect to other people or the degree to which the team is felt as an extension of the fan (Wann et al., 2003). Highly identified persons are individuals who feel a strong psychological connection to a team (Wann et al., 2003). These highly identified spectators develop low self-esteem and negative feelings when their team is defeated. This indicates such fans have the most to gain or lose from the team's successful and unsuccessful performances.

Moreover, Bernache-Assollant, Marie-Francoise & Braddock (2007) stated the closer the identification to the team and the degree of commitment by the fan, the greater the risk the fan has of suffering a loss in self esteem if their team has lost. Sports fans may also use strategies to restore a positive social identity following team defeat, including derogating the opponent, out-group fans in particular. This is more likely to be used by highly identified sports fans than moderately and lowly identified sports fans.

This connection that fans develop towards their team is a type of in-group favoritism that helps a person develops a social identity by attaching themselves and attaining group membership in a group that has value and significance to them. The fan then seeks to join and retain membership in those groups that have the most potential for contributing positively to his or her identity, and therefore strengthening their own self esteem (Hogg et al., 2004).

Thus, fans by identifying themselves with their team, they try to satisfy their own feelings of pride and confidence when their team succeeds. Whatever the conditions or circumstances are, the supporter always feels that he can contribute to his team physically and spiritually and that his team needs his support. Each fan believes that, as his team wins, that victory is his as well, because each fan identifies himself with the team that he supports. He wishes his team would always win, so he, too, can win. When highly identified fans watch teams compete, they can often become aroused and anxious during the competition, which is directly related to football aggression (The Bootle II, 2003; Wann et al., 2003). One's level of identification with a sports team will be a key variable in predicting level of sport spectator aggression.

Wann *et al.* (2003) further addresses the relationship between fan identification and spectator violence. Wann theorizes that highly identified fans are less able to protect their self-esteem by distancing themselves from the team after failure, but are more likely to repair their identities by acting in a negative or

hostile manner against players or fans of the opposing team. Dimmock J. A. & Groove J. R. (2003) also stated that highly identified fans are more likely to engage in spectator aggression because it offers them an opportunity for identity reparation following their team's losses.

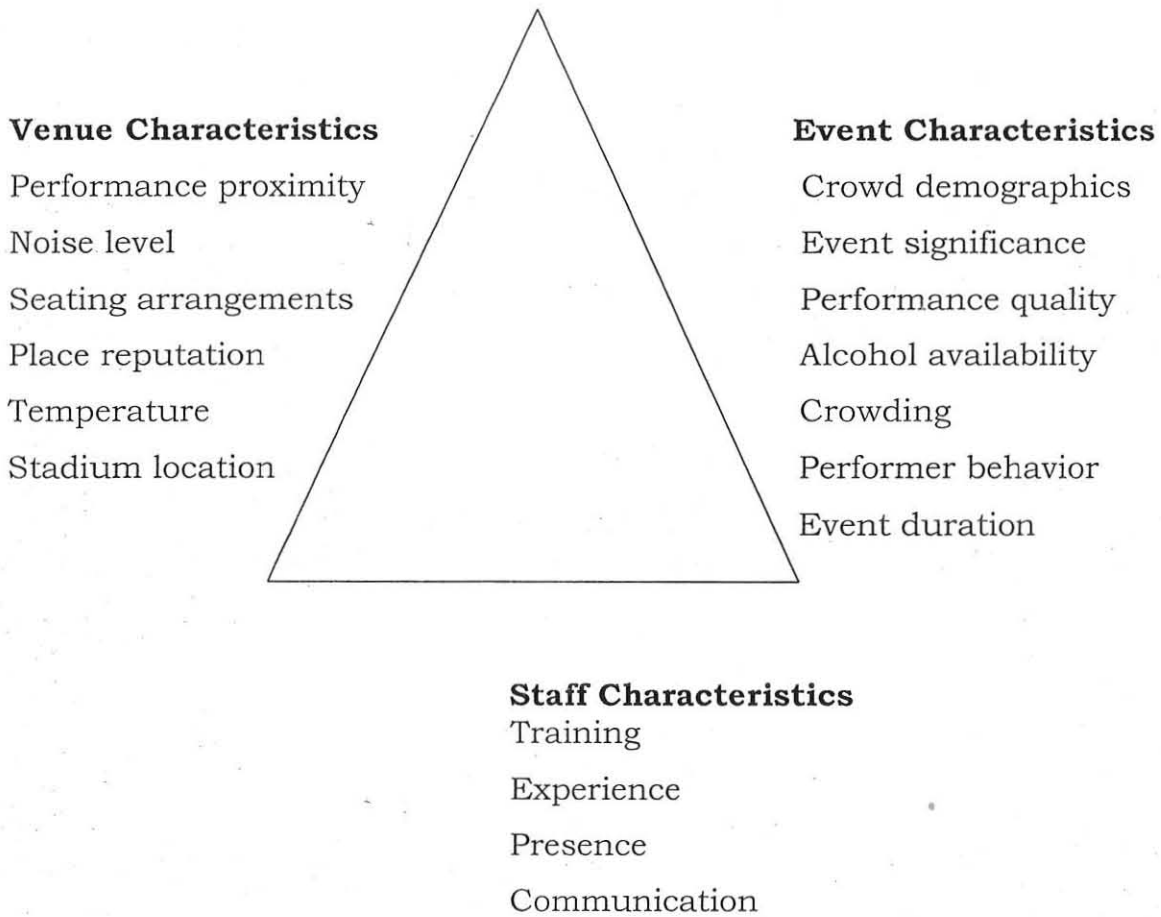
As to de-individuation, de-individuated fans are more likely to experience a sense of lost behavioral control at games due to their tendency to abandon personal responsibilities, weaken personal and social restraints, and react to immediate cues, motivations, and emotions without considerations that might otherwise prevent the behavior. Specific individuals cannot be held accountable when the crowd they are in begins to shout obscenities, because no one knows whether or not that individual actually participated (Postmes & Spears, 1998). Prentice-Dunn & Rogers (1982) also demonstrated that de-individuated people tend to display aggression when others around them are behaving violently. If everyone else in the crowd is distracting the goalie or the batter by shouting obscene remarks or chanting, a given individual, when de-individuated, is likely to join in.

2.4. Situational Factors Contributing to Football Fan

Aggression

The present paper also tests Madensen & Eck (2008) framework of situational factors on spectator violence in stadiums. The spectator violence triangle for this research is presented in Figure 1. The triangle itself posits that three groups of situational factors do have impact on football fan aggression, but the question is how they are related to fan aggression.

Figure 1: Spectator Violence Triangle and Specific Causes of Spectator Violence



This paper applies Madensen & Eck (2008) framework of spectator situational factors to Addis Ababa Stadium. The framework includes the following three situational dimensions: (1) Venue Characteristics, (2) Event Characteristics, and (3) Staff Characteristics

According to Madensen & Eck (2008), research and analysis of publicized incidents suggest that specific characteristics of stadiums and arenas are associated with higher levels of spectator violence. Sport-related aggression in relation to situation specific factors has been outlined as follows.

2.4.1. Venue Characteristics

A venue characteristic is one of the apparent features in a stadium. It includes performance proximity, noise level, seating arrangements, place reputation, temperature, and stadium location surrounding a particular stadium (Madensen & Eck, 2008).

- **Performance proximity**

Violence between spectators and entertainers or players in the sports setting is more likely to occur when there is less physical distance between them. As cited in Smith (2007), Madensen posits that proximity to football playing fields does influence fan behavior in such way that fans with courtside seats can stretch their legs to trip players, and fans can throw objects or jump onto a baseball field or into a hockey penalty box to assault players, coaches, or referees. Those in the front row of concerts are better able to reach out and grab performers. Arenas or stadiums without proper physical and social barriers between the spectators and players are more likely to influence fan behavior by encouraging them to behave violently (Madensen as cited Price, 2003).

- **Noise level**

Russell (2008) concludes that extreme noise levels have been found to generally increase peoples' levels of aggression. Researchers have found that increased levels of noise are associated with lower levels of increased aggressiveness. This implies that spectator violence is more likely to be a concern at very loud concerts or for those who are closer to amplification systems. Extreme noise levels are likely to encourage spectators to yell and cheer more loudly at sporting events, may signal the emergence of aggressive behaviors that set the stage for spectator aggression (Madensen cited in Wann & Branscombe, 1993).

- **Temperature**

Studies have found a positive relationship between heat and spectator aggression with a position that hot temperatures may contribute to the development of violence. A significant positive relationship was found between temperature and the average number of assault during a game. Reifman, Larrick & Fein (1991) for instance, found that as the temperature increases in stadiums and arenas, so does the likelihood of violence. Moreover, enclosed venues have an advantage over open-air venues since you can regulate the facility's internal temperature to avoid extreme temperatures that point toward the possibility that spectators might express aggression (Madensen & Eck, 2008).

- **Stadium location**

Drawing on past documentation, Bale (2000) argues that residents are opposed to the idea of construction of stadiums in inner cities for fear of increased level of violence which brings with it destruction of properties. This suggests that stadiums location being in inner cities is more likely to generate problems with aggressive panhandling than a suburban facility. Football-induced nuisances such as traffic congestion, crowding and hooliganism can be felt at considerable distances from the ground but especially by those living in proximity to it. Thus, location and distance are crucial variables in understanding the different effects that football may have on local and regional communities by impacting greater likelihood of eruption of violence.

2.4.2. Event Characteristics

According to Madensen & Eck (2008), every event brings with it a unique set of circumstances. By definition, event characteristics is a different collection of individual fans, differing numbers of attendees, and anticipated or unanticipated outcomes are just a few of the factors that vary across events,

- **Seating arrangements**

Seating arrangements provide additional depth to a description of a situation with the most consistent findings regarding higher levels of aggression in stadiums relating to the type of seating available to spectators. Individual seats are related to lower violence levels, while general admission seating resulting in standing of spectators, often referred to as festival seating, reinforces higher violence levels. While all crowds eventually become mobile, when entering and exiting the stadium, it appears that assigned seating helps maintain order during the event. When seats are not assigned, enthusiastic fans will try to push their way toward the stage, and crush those ahead of them. Empty spaces without seats can encourage meshing or provide places to start bonfires. People who move into unoccupied seats or toward railings can instigate aggression if they refuse to move when the ticket holder arrives or if they block the view of those seated directly behind access barriers. In addition, temporary seats not bolted to the floor can become weapons thus increasing the likelihood of fan aggressive behavior (Madensen & Eck, 2008).

- **Place reputation**

Some places or sections in stadiums experience more violence than others. Therefore, it is not surprising to find that some stadiums experience more violence than others. Specific sections a stadium may influence fan behavior. Research suggests that there is a positive association between place reputed for aggression and fan behavior, in such a way that spectators in this locations are more likely to aggress than those in other sections. If left unaddressed, routine violence at these particular venues may contribute to a negative reputation or promote the view that violence is tolerated, or even expected, at the location. Stadiums where violence is seen as routine or customary tend to attract people looking to cause trouble or encourage violent behavior among average spectators (Stott & Adang, 2005).

even when the setting remains constant that influence fan aggression. There are six event characteristics that have been previously associated with spectator violence in stadiums

- **Crowd demographics**

Adair & Vamplew (1990), and Veno (1993) have found that crowd composition is found to relate to fan aggression in such a way that males are more likely to engage in violent behaviors. Acts that tend to attract more males, particularly younger males in their early twenties, are more likely to generate violence than acts that draw a broad spectrum of demographically mixed crowds. This in turn reduces violence by promoting the event as a family experience.

- **Event significance**

An important factor in determining how well fans behave in the football arena is significance of the event. Winning a highly competitive rival team can provoke aggression among spectators. The more important a victory over an opposing team is, the more likely that it produces celebratory rioting within the stadium or in adjacent parking lots (Madensen & Eck, 2006). In another study, aggression has been found to occur more often following celebratory victories after highly charged games (Sivarajasingam, Moore & Shepherd, 2004).

- **Performance quality**

According to Madensen & Eck (2008), spectators may be more likely to act out if their team performs poorly. Aggression in sports fans has been associated with team performances that did not live up to spectator expectations. Performance quality is critical in securing major special events.

- **Alcohol availability**

There is a large body of research that suggests intoxication is related to aggressive behavior. Alcohol can impair the cognitive/ judgment and physical functioning of people who are predisposed to violent and reckless behavior. Reduced self-control and ability to process incoming information makes drinkers more likely to resort to violence in confrontation and reduced ability to recognize warning signs in potentially violent situations makes them appear to be easy targets for perpetrators. Drinking a lot of Alcohol can encourage people to act overconfidently and carelessly, lose awareness of their surroundings, and react violently to people they perceive as offensive thereby playing role in generation of violent behavior. This helps to explain why some fans, while in the presence of police or other authority figures, continue to vandalize property, become hostile with others, or fight, and fail to disperse when asked to do so (Moore *et al.*, 2007; WHO, 2005).

- **Crowding**

Another factor contributing to increased levels of spectator aggression is crowding. According to Roadburg (1980), higher level of perceived crowding was shown to generate higher levels of violence. Crowding increases the likelihood of violence for a variety of reasons: it limits mobility, increases the likelihood of unwanted physical contact between spectators, and increases wait times for entry, purchases, and exiting. Larger crowds are also theoretically more likely to have more people willing to engage in violent behaviors. This shows that high density or crowding and negative social conditions are positively correlated.

- **Performer behavior**

According to Madensen & Eck (2008), research has found that spectator violence commonly follows player violence during soccer and football games. Players engaging in combat with opposing players and referees can attract

people who are more likely to get involved in spectator aggression. Arms & Russell (1997) suggest that when viewed in the context of the dynamics of the sport itself, it seems likely that the behavior of football players would somehow be a reason for fans to engage in violence and start fighting. He claims that when the players' performance on the field is experienced as violent, the sports audience and supporters tend to act violently both during and after the match. This indicates spectator acts of aggression and observations of fans demonstrate a relationship between fan-aggression and the activities of the players on the field.

- **Event duration**

A stadium event's actual duration is always longer than the time allotted for it. During time the event or game is played and more importantly the time before and after the game, fans take part in tailgating activities. The assembly and dispersal process can significantly lengthen the time of larger and more popular events and thus allow more time for spectators to engage in violent behaviors. Pre- and post-event socialization (e.g., tailgating) is an integral part of many sporting events, and the tailgating activities are strongly associated with alcohol consumption. Thus, tailgating activities encourages spectators to often engage in variety of hooligan activities at games/ events (Miller & Gillentine, 2006).

2.4.3. Staff Characteristics

Staff characteristics include stadium and arena personnel, security and others working at the event, are a critical component of any strategy designed to reduce spectator violence. There are four important characteristics of staff variables that have been linked to spectator violence: training, experience, presence, and communication. In general, venues that employ staff with little training and experience, fail to provide an adequate number of personnel, and do not have effective command post that provide personnel with clear directives

and lines of communication are more likely to attract fan aggression (Madensen & Eck, 2008). Next, the aforementioned variables associated with staff affecting fan aggression are examined in this study.

- **Training**

Research has shown that interactions between security or police and groups of fans are key to understanding football related violence that would otherwise increase the likelihood of occurrence increase spectator frustration and aggression. Personnel are often asked to perform duties that can instigate fan violence; for example, personnel must manage crowded parking environments, confiscate contraband from spectators as they enter the venue, ensure that fans are sitting in their assigned seats. Particular types of police intervention done by lack of specialized training on how to manage situations may be seen by fans as unfair and indiscriminate and increase the likelihood of fans seeing conflict with police as acceptable. For example, if alcohol is served, staff should be trained to recognize intoxication, correctly check identification, and handle inebriated fans (Madensen & Eck, 2008). Research confirmed that by keeping a low profile but intervening before disorder breaks out, police can encourage fans to deal with potential conflict themselves and so keep themselves off and marginalize trouble makers. Contrary to this, heavy-handed policing can both entrench hooligans and undermine importance self-policing efforts of genuine fans in the longer term (Veno *et al.*, 1993).

- **Experience**

According to Madensen & Eck (2008), too many inexperienced police or staff actions may contribute to the production of fan aggression and hence lessens the effectiveness of event management strategies. Inexperienced staff who cannot identify potential threats and respond to them appropriately may not only allow spectator violence to occur, but also instigate or escalate violent situations. Security personnel should be experienced in handling disputes,

protecting from theft, implementing emergency services, and providing an overall safe and secure environment for spectators. Inexperienced personnel may become tense or agitated in high-stress situations. If the police have negative police attitudes towards crowd and think of them as hostile, then it is very likely that the crowd becomes hostile and violent.

- **Presence**

Security personnel presence is an additional factor that represents an aspect of crowd control, especially as it pertains to emergency procedures, it may also be effectively utilized as a part of a broader crowd management plan. The issues surrounding the absence of adequate security influences fan violence in a number of ways. First, an adequate number of police must be present to secure the match or event. The multiple functions of a venue require that police be visible in a number of locations to identify, dissipate a potential threat or dispute, handle traffic enforcement, entry points, assigned seating, stage or field security, players' safety (Madensen & Eck, 2008).

Second, event planners must strike a balance between the need for visible security as a deterrent with the problem of aggression and the presence of too many uniformed officers that may instigate violence. Beyond the simple presence or low profile policing of security staff, a generally heavy-handed and high-profile police presence may push fans over the edge to confront and to instigate aggression. Searching every vehicle, conducting pat downs, requiring spectators to walk through metal detectors, and using police dogs, while necessary at only a few high-risk events, can cause excessive delays, can increase frustration and worry, and may contribute to fan aggression (Alpert & Flynn, 2000).

Finally, the type of interaction that takes place between spectators and staff can influence fan violence. Low levels of positive interpersonal interaction between security and fans have been linked to higher levels of spectator misbehavior. Encouraging positive interactions (e.g., disarming angry spectators by using humor) rather than extensive use of coercive force (e.g., baton) to maintain order. Establishing legitimate rapport and social relationship enhances the development of a self policing culture among high risk groups of fans which plays an important role in the absence of disorder and aggressive behavior among potential aggressors (Stott & Adang, 2005).

- **Communication**

One of the most important components in planning security for major special events is to develop an integrated and effective communications command post. A clear chain of command with a well-crafted communication plan must be established so that police or security personnel can both receive orders to act and report potential or immediate threats and handle situations smoothly and without any major problem. Lack of the flow of proper information among all key security partners may lead to extensive property damage, serious injuries, and even death. Commanders must be able to effectively collect and analyze intelligence passed on from the field. Staff and police should focus heavily on perfecting the quality of communication plan which would otherwise give rise to and escalate fan aggression (Connors, 2007).

2.5. Football Fan Crowd Management

Crowd management is every component of a game or event from the design or feature of a stadium to the game itself and the countering of unforeseeable risk of harm from other individuals or the actual facility itself. The key factor in deciding if crowd management strategies are sufficient and proper depend on the type of event, threats of aggression, existence and sufficiency of the emergency plan, expectation of crowd size and

seating arrangement, known rivalries among teams, and the use of a security workforce and ushers (Doukas, 2009).

In football fan crowd management, there are a variety of factors that should be considered in order to prevent fans' aggressive behaviors. These include the features of a stadium, profile of the security officers, and crowd-related behaviors.

In considering the features of a stadium, proper placement and adequate such facilities restrooms, including multiple exit points, placing physical and social barriers to keep spectators away from restricted areas, putting sufficient signage to avoid confusion can have deterrence effect on fans violence. With respect to profile of security offices, by having adequately trained and experienced security personnel, effective communication among officers, and deploying a fairly reasonable number of officers can create conducive environment to reduce fans' aggressive activities. An effective crowd management also ensures that crowd-related behaviors are properly addressed. Hence, attracting demographically mixed crowds (creating family-like experience), putting spectators under constant surveillance though the use of cameras, assigning individual seats, and restricting alcohol sales help fight off violence at football settings (Madensen & Eck, 2008).

2.6. Summary and Implication

As has been clearly shown in the literature review, there is a general agreement among researchers that football fan aggression can indeed be the outcome of social psychological and perceived situational factors.

Hence, investigating the social psychological factors (identification and de-individuation) of spectators is important for a number of reasons. First, because degree of fan identification is a major predictor of fan violence. It has been stated that fans' level of identification is one important predictor which is used to determine whether fans are likely to experience aggression. Further, highly identified fans are more likely to engage in fan violence compared to moderate and low identifiers. Similarly, another phenomenon that the momentum of a football game may bring is de-individuation. De-individuation seems to be related to components like anonymity, arousal, loss of identity/self awareness, group size, and responsibility. Study shedding some light on the processes underlying football related violence may assist in the understanding and prevention of football fan aggression.

And finally, because fan identification has also been found to relate to feelings of self worth especially in light of the team's success in the eye of the supporter. It appears that identification level itself plays a role in fan aggressive behavior. Spectators with differing levels of identification with the team may display differential patterns of aggressive responses. Information concerning changes in fan identification furthers the understanding of fan violent behaviors as this is examined in this research.

In addition to fan identification and de-individuation, the reviewed literature also showed that situational factors may be important in impacting football fan aggression. Factors related to venue, staff, and event in a particular arena or stadium have been found to relate to football related spectator violence. For the purpose of this research, Madensen & Eck (2008) spectator violence triangle

stating that situational factors are related to fan aggression is of central relevance. It highlights the special role situational factors play in the relationship between football fans and aggression.

It offers the overview that the venue variables, namely performance proximity, noise level, seating arrangement, place reputation, temperature and stadium location. Event variables like crowding, alcohol availability, performer behavior, event duration, event significance, and performance quality; staff variables like experience, presence, communication, and training have also been presented.

While studies have made their way into some fan behavior, a significant void in the research lies in the area of football fan aggression concerning the major teams in this country. This study focusing on the two major teams Coffee and George may suggest the following:

- Though it involves the two major football teams fans based in Addis Ababa, similar problems might arise with other club fans of more or less similar populations as this same facility or stadium hosts other matches.
- It opens the door for more in-depth research regarding fan behavior which might yield potential crowd management strategies tailored to fit the needs of this particular stadium.

CHAPTER THREE

METHODOLOGY

The methodology section has been organized into the following categories: population of the study, samples and sampling procedure, variables, measures/instruments, pilot Test, procedure of data collection and methods of data analysis.

3.1. Population of the Study

The population of the study consisted of fans of football clubs of Eth. Coffee and St. George from Addis Ababa Stadium. According to crude estimation of the number of seats in all sections of the stadium, total number of fans corresponding these seats was found to be as high as 30,850. This figure represents the fans of the two clubs under investigation, each club with fans numbering 15,425 as both club fans the symmetrical line divides the stadium right through the middle with both club fans almost fully occupying seats on both sides of the dividing line. This crude estimation of the total population was made on the basis of personal observations and information collected from the office of Ethiopian Football Federation.

3.2. Samples and Sampling Procedure

In this study, a stratified sampling technique was employed to select the sample participants. The questionnaire was administered to a random sample of 220 fans, 110 participants from each club in sections of the Addis Ababa Stadium.

The information from the office revealed that fans' seating sections namely; *Keman Anshie* which has a capacity of hosting 5000 fans, *Katanga* (10,000), *Mismar Tera* (14,000), *Tila Fok* (1500), *Kibure Tribune* (350). The sample was drawn proportionately and as such 37, 71, 100, 11, and 2 participants were

selected from each section/stratum of the stadium respectively, carried out on a random basis for filling out the questionnaire after their consent was acquired. The strata are made based on the symmetrical sections of the stadium, where Eth. Coffee fans and St. George football fans are seated, previously mentioned. The sampling method was employed with no discriminating factors except club types. Questionnaire to be collected by the assistants that had been completed by an individual who was either supporter of the clubs of Coffee or St. George were included in the study. Club discrimination was made subjectively in an effort to include fans whose visit to the football stadium is believed to influence the stadium environment and implicate fan behavior of other clubs in the arena.

3.3. Variables

In this study, social identity, de-individuation components (arousal, group size, loss of self awareness, anonymity, and responsibility diffusion), and situational variables (venue, event, and staff) served as the most marked predictor variable of the criterion variable, football fan aggression.

3.4. Instruments/Measures

Data from the participants regarding social psychological and situational factors associated with fan aggression was collected through the use of survey instrument. The instrument comprised socio-demographic characteristics, forms of aggression, sport spectator identification scale (SSIS), and situational factors for becoming an aggressive fan, de-individuation.

Measures of Participants' Socio-demographics

The first section of the survey covered socio-demographic variables such as age, gender, education level, club type fandom, and longevity of fandom. The age and gender variables were included in questionnaire based on ideas in the

sport fan literature. The other variables in the demographics are more of exploratory in nature.

Measures of Forms of Aggression

The second section of the questionnaire contained forms of aggression: Physical and Verbal fan aggression. The ideas in the questionnaire were drawn heavily from Dimmock & Grove (2005) on 'Relationship of Fan Identification to Determinants of Aggression'. The 11 items in the scale identify self-reported verbal and physical aggression by fans. Responses were made on rating scale ranging from 1 (*Not at all*) to 5 (*Always*).

Measures of Sport Spectator Identification Scale (SPIS)

It is mostly adapted from Wann & Branscombe (1993). The questionnaire originally consisted of 7 items. The items in the scale were used to assess the participants' levels of fan identification. Only 5 of the items were adapted from Wann & Branscombe (1993) and 1 item was developed by the researcher which totaled to make 6 items. To avoid complexity for the respondents and ease of use, the original questionnaire with eight point Likert-scale was modified and reduced to contain five point Likert-scale items with responses ranging from 1 to 5 (larger numbers indicating higher levels of identification). The sport spectator identification questionnaire was administered to football fans affiliated with the Eth. Coffee football club and fans of St. George football club.

Measures of De-individuation

The states and conditions of de-individuation measurement questionnaire were used with a 5-point Likert response scale anchored by 1 (*strongly disagree*) and 5 (*strongly agree*). The 12 items were developed and employed in order to indicate respondents' characteristics related to the components/process variables of de-individuation namely anonymity, states of arousal, diffusion of responsibility, group size, and lack of self awareness.

Measures of Situational factors

To obtain fan responses reflecting realistic evaluations of the situational factors relating to fan aggression, the spectator violence triangle developed by Madenson & Eck (2008) was used. The triangle incorporates the following major elements: venue, staff, and event characteristics each with its own component parts. The questionnaire consisted of items based on a 5-point Likert scale, with options of *Strongly Disagree* to *Strongly Agree* for the situational factors believed to be responsible for becoming an aggressive fan. The items in the questionnaire were self developed primarily from literature of spectator violence by Madenson & Eck (2008) which focuses on the situation-specific factors in the stadium contributing to fan aggression.

3.5. Pilot Test

After the initial construction of the research tool, a pilot study was conducted before the data is collected from the final target population. The formulated questionnaire items were administered to 40 individuals fanning other club types. The respondents for pilot study were similar and comparable with the population but will not be included in the sample of study. The purpose of this pilot study was to assess the reliability, and validity of the questions.

Since the tool comprised questions on aggressive behavior of fans and was translated from English to Amharic, there was some concern that the questions might not be worded correctly or applicable to the population of the study. English and Psychology master's degree holders, who had research experience, were given the tool. Their responses were also sought concerning the appropriateness of the questionnaire, clarity of its questions.

So far as reliability of measuring instrument was concerned, it is estimated using Cronbach coefficient alpha. The results were analyzed on computer using SPSS version 17.0. Cronbach alpha reliability coefficients for forms of

aggression (.82), de-individuation (.78), social identification (.85), and situational factors (.77) indicated that each instrument was internally consistent.

3.6. Procedure of Data collection

Initially, the researcher approached the stadium managers and explained the purpose of the research to obtain permission to conduct the study. After that, the 220 participants included in the sample of the study were contacted. Research assistants approached supporters of the two football teams and asked for their voluntary participation. Upon agreeing to take part in the study, respondents were assured about the confidentiality of their responses. Then, the questionnaire was delivered to the respondents in respective sections in the stadium belonging to the teams in question. Taking about 15-20 minutes for completion, the questionnaire was collected just before the start of the day's football match.

3.7. Methods of Data Analysis

Quantitative method was used to analyze the data. One-way analysis of variance (ANOVA) was computed to make mean comparison in aggression among fans across various socio-demographic variables and to determine differences in aggression across the differing levels of fan identification. Multiple regression analysis was also used to show the social psychological and situational factors accounting for variations explained in fan aggression. Independent t-test was calculated to identify if there was significant difference in aggression for the two clubs fans across the situational factors. Alongside t-test, mean comparison was carried out to take note of the level of the importance of each situational variable. Pearson product moment correlation was computed to identify the relationship between de-individuation and situational factors and the inter correlation of all variables. Computations were made by utilizing Statistical Packages for Social Sciences (SPSS) window version 17.0 software package.

CHAPTER FOUR

RESULTS

This chapter presents the results of the study. The relationship between some social psychological factors (social identification and de-individuation) with football fan aggression, and situational factors (event, venue, and staff) with football fan aggression is presented. Five types of data were collected in this study. Data on socio-demographic variables, forms of aggression, de-individuation, social identification, situational factors were collected through questionnaires.

Two hundred six participants were included in the final analysis for an overall response rate of 84%. 14 questionnaire sheets were discarded from the final analysis due to incomplete answers and fans giving support to clubs other than Eth. Coffee and St. George. The participating fans were asked to indicate their age, gender, education levels, type of club they support and longevity of fandom. A summary of the data can be found in Table 1.

4.1. Socio-demographic Characteristics of Respondents

Table 1: Frequency Distribution for Participating Fans' Socio-demographic Variables N=206

	Category	Frequency	Percent	Mean	St. Dev.
Age	20 & Below	11	5.3	1.45	0.52
	21-25	50	24.3	1.44	0.50
	26-30	41	19.9	1.44	0.50
	31-35	38	18.4	1.61	0.50
	36-40	26	12.6	1.46	0.51
	41 +	40	19.4	1.68	0.47
Gender	Male	198	96.1	1.53	0.50
	Female	8	3.9	1.38	0.52
Club Type	Et. Coffee	99	48.1	3.42	1.51
	St. George	107	51.9	3.90	1.60
Longevity of Fandom	below 1 year	9	4.4	1.22	0.44
	1-5 years	32	15.5	1.44	0.50
	6-10 years	51	24.8	1.45	0.50
	11-15 years	47	22.8	1.51	0.51
	over 15 years	67	32.5	1.66	0.48
Education Levels	Read and write	6	2.9	1.50	0.55
	Primary Education(5-8)	24	11.7	1.42	0.50
	Secondary Education(9-12)	80	38.8	1.50	0.50
	College/University	96	46.6	1.56	0.50

Table 1 presents the summary of the participants' socio-demographic variables. Fans were asked to give the age range they fell into. To simplify the data analysis, the variable age was first recorded in six categories: 20 & below years, 21-25 years, 26-30 years, 31-35 years, 36-40 years, and 41 or more years. Respondents ranged in age from below 20 to 41 and over years ($M = 3.67$, $SD = 1.57$), with 72.5% falling between age 21 and age 40. Those fans aged below 20

constituted 5.3% of the sample, while fans 41 years old or older constituted 19.4% of the sample.

One hundred ninety eight were males and eight were females.

Hundred and seven of them were fans of St. George and ninety nine were fans of Eth. Coffee.

Participants were asked the number of years of support for a particular club. Thus, concerning longevity of fandom, approximately 32.5% of the study respondents ($n = 67$) had been supporting either of the two clubs for over 15 years. The remaining 67.5% of respondents fell in 4 categories: below 1 year (4.4%), between one to five years (15.5%), six to ten years (24.8%), and eleven to fifteen years (22.8%).

The majority of respondents, 46.6% ($n = 96$) had or follow college or university study. Some 2.9% ($n = 6$) can read and write, and approximately 11.7% ($n = 24$) had primary education (respondents whose grade ranged from 5-8). Those who had secondary education (respondents whose grade ranged from 9-12) comprised 38.8% of the sample, $n = 80$). About 48.1% ($n = 99$) of the respondents were fans of Eth. Coffee. The remaining 51.9% ($n=107$) of respondents were fans of St. George.

4.2. Inter-correlation among the study variables

Table 2: Pearson Inter-correlation Matrices among All the Study Variables

	1	2	3	4	5	6	7	8
Age	1							
Education Levels	-.064	1						
Club Type Fandom	.151*	.085	1					
Longevity of Fandom	.361**	.133	.209**	1				
Social Identification	.181**	-.073	.099	.311**	1			
De-individuation	-.191**	-.165*	-.003	-.078	.099	1		
Situational Factors	-.259**	.140*	-.239**	.021	-.045	.267**	1	
Aggression	-.505**	.038	-.151*	-.174*	.023	.305**	.259**	1

*. Correlation is significant at the 0.05 level (2-tailed).

** Correlation is significant at the 0.01 level (2-tailed).

N=206

The correlational matrix (Table 2) showed that correlation between fan identification and longevity of fandom was lower than correlation between fan identification and age. A correlation of .311 ($p < .01$) was obtained between the two variables. Although age correlated weakly with club type fandom ($r = .15, p < .05$), age and longevity of fandom were better correlated ($r = .36, p < .01$). The correlation matrix also showed a negative correlation between de-individuation and age ($r = -.19, p < .01$) as well as the educational levels of the participants ($r = -.17, p < .05$), indicating that as a fan's age and education levels increased, the more likely the fan engaged in fan aggression. Likewise, a positive correlation was found between de-individuation and overall situational factors which constitute venue, staff, and event variables.

The socio-demographic variables (age, club type fandom, and longevity of fandom,) were shown to be negatively correlated with fan aggression. Two variables, fans' education level ($r = .26, p < .01$), and de-individuation ($r = .31, p < .01$) were determined to be positively correlated with football fan aggression.

With respect to situational factors, the results from this study provided evidence of a positive relationship between overall situational factors and educational levels of the participating fans ($r = .14, p < .05$). Further, situational factors contributing to fan aggression were negatively correlated with age ($r = -.26, p < .01$). Another variable found to be negatively related with situational factors was club type fandom ($r = -.24, p < .01$).

4.3. Social Psychological Factors Contributing to Fan Aggression

Table 3: Linear Regression Analysis Examining the Relationship of Social Identification to Fan Aggression

Variable	<i>B</i>	SE <i>B</i>	β	<i>t</i>	<i>p</i>
(Constant)	1.097	.209		5.246	.000
Fan- Identification	.214	.063	.232	3.414	.001

Fan identification refers to the psychological connection that fans have with sport teams. Linear regression was performed to test the relationship between aggression and fan identification. As depicted by Table 3, the linear regression was significant, $F(1, 206) = 11.654, p < .05$. The regression model explained 5.4%, and its adjusted $R^2 = 4.9\%$. And so it was found that fan identification predicted fan aggression. Fans of the two professional football teams ($N = 206$) were placed in one of three groups based on their scores for fan identification strength. The levels of fan identification were categorized into three groups that are those scoring 6-13, 14-21, and 22-30 belonged to high, moderate, and low identifiers respectively. One-way ANOVA was used to test whether significant differences existed in the statistical mean associated with the behaviors of the three categories of fan identifiers with respect to aggression.

Furthermore, multiple comparisons were conducted to identify which category was significant across the three levels of identification, thus demonstrating aggression difference among these identification levels. According to the results found, highly identified fans differed in their aggressive behavior at football games than moderately identified fans and lowly identified fans. Highly

identified fans tended to aggress more than did moderate and lowly identified participants. The ANOVA table also showed that the football fans with moderate identification levels experienced higher aggressive behavior than their counterparts that exhibited low levels of identification.

Table 4: Multiple Regression Analysis Examining Relationship of Aggression to De-individuation Components

Variable	<i>B</i>	<i>SE B</i>	β	<i>t</i>	<i>p</i>
(Constant)	1.588	.217		7.315	.000
Anonymity	.276	.078	.264	3.556	.000
Responsibility Diffusion	-.004	.091	-.004	-.046	.963
Arousal	.335	.112	.393	3.006	.003
Group Size	.180	.075	.165	2.406	.017
Loss of Self Awareness	.277	.136	.233	2.040	.043

Predictors Variables: Arousal, Anonymity, Responsibility Diffusion, Group Size, Loss of Self Awareness

Criterion Variable: Aggression

Multiple regression analysis was employed to examine the relationship of fan aggression to de-individuation components (Table 4). The multiple regression analysis showed four of the five de-individuation process variables to be significantly predictive of the fan aggression in Addis Ababa Stadium, $F(4, 206) = 7.30$, $P < 0.05$, the regression model explained 15.4 % of variance, and its adjusted $R^2 = 13.3\%$.

Arousal which was represented as “something transforms me and feel submerged in the hooting of the crowd”, “the violent supporters of my teams behavior becomes my behavior”, and “I become aroused and act with less self control in angered fan crowd” had the greatest influence on fan aggression ($\beta = 0.393$, $P < 0.05$)

The next most important predictor of fan aggression was anonymity ($\beta = 0.264$, $P < 0.05$) represented as “being less identifiable increases the likeliness of manifestation of my aggressive behavior”, and “in a crowd of fans, I feel I cannot be singled out as an individual”.

The results also revealed that the predictor variable loss of self awareness had been identified as the third important contributor in accounting variation in fan aggression with β -value (0.233) that is significant at ($P < 0.05$). Group size ($\beta = 0.165$, $P < 0.05$) was found to be the fourth important predictor of fan aggression. Finally, responsibility diffusion accounted no variation in fan aggression with β -values that are not significant at ($P = 0.05$).

4.4. Relationship between Situational Factors and Fan Aggression

Table 5: Multiple Regression for the Prediction of Fans’ Aggression by Situational Variables

Variable	<i>B</i>	SE <i>B</i>	β	<i>t</i>	<i>P</i>
(Constant)	1.232	.174		7.076	.000
Event	.138	.061	.200	2.274	.024
Venue	.014	.080	.016	.180	.257
Staff	.100	.040	.179	2.522	.012

a. Predictor Variables: Staff, Venue, Event

b. Criterion Variable: Aggression

As indicated in Table 5, an investigation of football fans’ aggression, the importance of several situational variables on aggressive behavior of fans was looked at. The participants completed questions concerning situational factors contributing to fan aggression that varied according to certain features such as event, venue, and staff characteristics. The regression was significant, $F(3,$

206) = 5.514, $p < 0.05$. The regression model explained 7.6%, and its adjusted $R^2 = 6.2\%$. From among the situational factors, event and staff characteristics emerged as significant predictors of whether fans were likely to resort to aggression.

The results of the regression statistics for situational factors as presented in Table 5, respondents rated the situational variables (event and staff characteristics) as the biggest influences for personally becoming an aggressive fan. According to the Beta scores, the event characteristics rated the first most influential in becoming an aggressive fan, $\beta = 0.200$, $P < 0.05$. The event variables were event significance, performance quality, alcohol availability, crowding, performer behavior, and event duration. A look at the distributions for the predictor variables also revealed that the staff variable: training, experience, presence, and communication yielded the second best prediction of aggression from fans completing the survey, $\beta = 0.179$, $P < 0.05$.

The variable that respondents scored as weak predictor on becoming an aggressive fan was venue characteristics. The venue variable includes performance proximity, noise level, seating arrangement, place reputation, temperature, and stadium location.

Table 6: Importance of Venue-Situational Factors for Becoming an Aggressive Fan by Club Type Fandom (Eth. Coffee versus St. George) and Mean Comparison for the Total

Venue Variable	Club Type Fandom	Mean	Number of respondents	Standard Deviation	<i>t</i>	<i>p</i>
Performance proximity	1	2.36	99	1.22	2.13	0.035
	2	2.02	107	1.10		
	Total	2.19	206	1.17		
Noise level	1	2.74	99	1.42	0.04	0.967
	2	2.73	107	1.44		
	Total	2.74	206	1.43		
Seating arrangement	1	2.46	99	1.25	0.71	0.478
	2	2.34	107	1.33		
	Total	2.38	206	1.27		
Place reputation	1	2.42	99	1.24	2.39	0.018
	2	2.01	107	1.26		
	Total	2.21	206	1.25		
Temperature	1	2.79	99	1.40	0.52	0.604
	2	2.89	107	1.36		
	Total	2.84	206	1.38		
Stadium location	1	3.11	99	1.41	1.07	0.286
	2	2.89	107	1.57		
	Total	3.00	206	1.51		

Note: 1 = Fans of Eth. Coffee, 2 = Fans of St. George

A group of *t* tests was employed to look for significant differences in situational factors affecting Eth. Coffee and St. George fans' aggression (Table 6).

Analysis of the data also showed that stadium location was the most important venue characteristics under situational factors contributing to fan aggression at the football stadium. Stadium location represents the fact that the stadium being located in the stadium. In terms of differences between the two club fans, those survey participants who were Eth. Coffee fans had no significant difference in "stadium location" factor scores ($M = 2.42$, $SD = 1.24$) compared to St. George fans ($M = 2.01$, $SD = 1.26$), at the .05 level. Next in importance in its contribution to fan aggression was temperature for which the clubs did not significantly differ. The third largest in relative importance was noise level, followed by seating arrangement for both which no significant difference was found between the two clubs. The remaining situational-venue factors considered in the study had been found to have little to do with fan aggressive behavior at the stadium. The *t*-test showed that significant difference between the two football club fans in its contribution for aggression was found in performance proximity ($M = 2.36$, $SD = 1.22$) for Eth. Coffee fans, followed by St. George fans ($M = 2.02$, $SD = 1.10$), and place reputation ($M = 2.42$, $SD = 1.24$) for Eth. Coffee fans, followed by St. George fans ($M = 2.01$, $SD = 1.26$), at the 0.05 level.

Table 7: Importance of Event-Situational Factors for Becoming an Aggressive Fan by Club Type Fandom (Eth. Coffee versus St. George) and Mean Comparison for the Total

Event Variable	Club Type Fandom	Mean	Number of respondents	Standard Deviation	<i>t</i>	<i>p</i>
Crowd demography	1	3.58	99	1.26	1.01	0.310
	2	3.38	107	1.45		
	Total	3.48	206	1.36		
Event significance	1	2.20	99	1.17	2.83	0.005
	2	2.65	107	1.11		
	Total	2.44	206	1.17		
Alcohol availability	1	2.82	99	1.34	0.74	0.459
	2	2.67	107	1.47		
	Total	2.74	206	1.40		
Performance quality	1	2.41	99	1.22	2.46	0.015
	2	2.01	107	1.14		
	Total	2.20	206	1.19		
Crowding	1	2.51	99	1.38	2.16	0.032
	2	2.11	107	1.22		
	Total	2.30	206	1.31		
Performer behavior	1	2.63	99	1.20	1.05	0.958
	2	2.62	107	1.36		
	Total	2.63	206	1.28		
Event duration	1	2.25	99	2.22	2.25	0.026
	2	2.62	107	1.11		
	Total	2.44	206	1.18		

Note: 1 = Fans of Eth. Coffee, 2 = Fans of St. George

Table 7 depicts the results of independent t-tests for each of the seven event-situational factors by club type fandom. Respondents who were fans of Eth. Coffee rated the event-situational variable called crowd demography as the most important contributor for fan aggression. The two club fans did not significantly differ in aggression compared to St. George fans.

The same was true with alcohol availability that the two club fans did not significantly differ. Alcohol availability which was represented as drinking alcohol compromising a fan self control was rated as the second most important situational factors under event characteristics. Next in relative importance was performer behavior which was represented as fighting player behavior. The results showed fans of the two clubs did not significantly differ in performer behavior. Event significance being represented as football match which is highly expected and event duration during which time tailgating and party atmosphere develops were found to be equally important in becoming an aggressive fan. In the football fan comparison, The Eth. Coffee fans rated event significance and event duration as more important in increasing fans' aggressive behavior than fans of the St. George football club. The event duration factor which meant tailgating and party atmosphere due to the times before and after football matches was found to contribute to aggression for St. George fans ($M = 2.62$, $SD = 1.11$), followed by Eth. Coffee fans ($M = 2.11$, $SD = 1.22$).

In addition the study results showed the respondents differed significantly in event significance, at the 0.05 level, based on club type fandom. Respondents who were fans of Eth. Coffee had lower mean scores ($M = 2.20$, $SD = 1.17$) for event significance as a contributing factor for aggression than did respondents who were fans of St. George ($M = 2.65$, $SD = 1.11$).

Table 8: Importance of Staff-Situational Factors for Becoming an Aggressive Fan by Club Type Fandom (Eth. Coffee versus St. George) and Mean Comparison for the Total

Staff Variable	Club Type Fandom	Mean	Number of respondents	Standard Deviation	<i>t</i>	<i>p</i>
Training	1	2.61	99	1.32	0.38	0.703
	2	2.53	107	1.41		
	Total	2.57	206	1.38		
Experience	1	3.74	99	4.33	2.77	0.006
	2	2.50	107	1.54		
	Total	3.10	206	3.25		
Presence	1	2.56	99	1.27	2.86	0.005
	2	2.06	107	1.23		
	Total	2.30	206	1.27		
Communication	1	2.97	99	1.34	2.70	0.008
	2	2.45	107	1.42		
	Total	2.70	206	1.41		

Note: 1 = Fans of Eth. Coffee, 2 = Fans of St. George

Table 8 presents the results of t-tests performed to assess the significant difference in aggression between the two club fans and relative importance of staff-situational factors with respect to fan aggression.

As shown in the table, experience (inexperienced police with poor handling of spectators and situations) was the highest important contributing factor for fan aggression. With respect to difference between the two clubs on this variable, fans supporting the football club Eth. Coffee had higher mean ($M = 3.74$, $SD = 4.$), followed by fans belonging to St. George ($M = 2.50$, $SD = 1.54$), significant at $P < 0.05$. Furthermore, there were other staff-situational factors that were examined in this study. The study revealed that lack of effective communication and clear assigned roles among the security staff stood as the second most important factor contributing to becoming an aggressive fan. Specifically, respondents' mean showed significant difference between fans of Eth. Coffee ($M = 2.97$, $SD = 1.34$), and fans of St. George ($M = 2.45$, $SD = 1.42$).

In terms of training, data in the table showed police or security personnel not well trained as the third important factor in contribution to fan aggression. Significant differences existed in aggression due to poor training by club type fandom. Training was found to have no significant difference in aggression for the clubs.

As shown in the table, presence (security personnel not adequately present at different sections of the football stadium) was the least contributing factor for aggression. In regards to presence, fans supporting the football club Eth. Coffee had higher mean scores ($M = 2.56$, $SD = 1.27$), followed by fans belonging to St. George ($M = 2.06$, $SD = 1.23$), significant at $P < 0.05$.

Table 9: Multiple Regression Analysis Examining Relationship of Situational and Social Psychological Variables to Fans' Aggression

Variable	<i>B</i>	<i>SE B</i>	β	<i>t</i>	<i>P</i>
(Constant)	.011	.280		.040	.968
Social Identification	.201	.059	.218	3.391	.001
De-individuation	.337	.093	.241	3.628	.000
Situational Factors	.209	.068	.205	3.087	.002

a. Predictor Variables: Social Identification, De-individuation, Situational Factors

b. Criterion Variable: Aggression

A multiple regression analysis was conducted with the aim of establishing the relative importance of the predictor variables in predicting fans' reported likelihood of involvement in aggression. The results of the analysis revealed that there is positive significant impact of these predictor variables on the criterion variable ($F = 14.812$) ($p < 0.05$). The value of Beta for all the predictor variables shows a positive association within the model of coefficients. The value of R-Square or the regression model explained 18% of the variance, and its adjusted $R^2 = 16.8\%$, predicting a relationship between the set of predictor variables and the criterion variable, accounting for 16.8% of the variability of fan aggression.

In this regression analysis social identification, de-individuation, and situational factors were entered as predictors. With regards to fan aggression, the multiple regression analysis was calculated for the sub-scales. After carrying out the weights of the sub-scales, it was found that de-individuation ($\beta = 0.241$, $P < 0.05$) showed the highest prediction, followed by social

identification ($\beta = 0.218, P < 0.05$) and situational factors ($\beta = 0.205, P < 0.05$) respectively.

4.5. Aggression across Football Fans' Socio-demographic Characteristics

Table 10: Analysis of Variance Significance Tests for the Relationship between Age and Aggression

		Sum of Squares	df	Mean Square	F	Sig.
Physical Aggression	Between Groups	2.047	5	.409	2.922	.014
	Within Groups	28.022	200	.140		
	Total	30.069	205			
Verbal Aggression	Between Groups	28.186	5	5.637	9.243	.000
	Within Groups	121.980	200	.610		
	Total	150.166	205			
Overall Aggression	Between Groups	20.552	5	4.110	10.735	.000
	Within Groups	76.579	200	.383		
	Total	97.130	205			

ANOVA was used to analyze the differences in age and the two forms of aggression, and total aggression score. Results of the ANOVA can be found in Table 10.

In terms of age of the respondents, the two forms of aggression (physical and verbal aggression) were found to be statistically significant at the level $P < 0.05$. Results of the ANOVA indicated age had significant effect on physical aggression, ($F = 2.922, P < 0.05$), verbal aggression, ($F = 9.243, P < 0.05$), and overall aggression ($F = 10.735, P < 0.05$). Therefore, a post-hoc tukey test was used to identify significant differences among sub-categories. The tests showed that there existed a statistically significant difference in means between fans whose age ranged from 21-25 years and those with age 41 or over. Fans whose

age ranged from 21-25 reported that they are more likely to aggress physically than those aged 41 and over. With respect to verbal aggression, there is also significant difference in means between those aged 21 to 25 and fans with 31-35 and 36 - 40 years of age.

In other words, fans with ages ranging from 21 to 25 experience higher levels of verbal aggression compared to the age categories 31-35 and 36-40. However, the tests did not display statistical significance in aggression for the age groups 20 & below and 26 - 30. The analysis of ANOVA also sought to determine whether overall aggression differed across the varying age categories. Thus, the results as presented in table 10 revealed that significant differences were observed among the age categories in the overall aggression. The post hoc comparison test indicated that those fans aged between 21 - 25 aggressed at the stadium more than those aged between 31 - 35, 36 - 40, and 41 & over.

Table 11: Analysis of Variance Significance Tests for the Relationship between Education Levels and Forms and Overall Aggression

		Sum of Squares	df	Mean Square	F	Sig.
Physical Aggression	Between Groups	.838	3	.279	1.931	.126
	Within Groups	29.231	202	.145		
	Total	30.069	205			
Verbal Aggression	Between Groups	3.604	3	1.201	1.656	.178
	Within Groups	146.562	202	.726		
	Total	150.166	205			
Overall Aggression	Between Groups	.944	3	.315	.661	.577
	Within Groups	96.186	202	.476		
	Total	97.130	205			

As Table 11 shows level of education was not found to be statistically significant. The results of the ANOVA reveal that the varying levels of education a fan had achieved did not have a significant effect on physical aggression, ($F = 1.931, P > 0.05$). The same was true for verbal aggression, ($F = 1.656, P > 0.05$).

Additionally, differences in overall fan aggression could not be attributed to difference in levels of education, ($F = 0.661, P > 0.05$).

Table 12: Mean, Standard Deviation, and t-test Values for Each Club Type Fandom in Respect to the Forms and Overall Aggression

Group Statistics

Club Type fandom		N	Mean	Std. Deviation	Std. Error Mean
Physical Aggression	Eth.Coffee	99	1.3455	.45787	.04602
	St.George	107	1.1514	.26754	.02586
Verbal Aggression	Eth.Coffee	99	1.9899	.80841	.08125
	St.George	107	1.8069	.89230	.08626
Overall Aggression	Eth.Coffee	99	1.8898	.69262	.06961
	St.George	107	1.7043	.67537	.06529

		Levene's Test for Equality of Variances		t-test for Equality of Means					Interval of the Difference 95% Confidence	
		F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	Lower	Upper
Physical Aggression	Equal variances assumed	31.061	.124	3.747	204	.000	.19405	.05179	.09195	.29616
	Equal variances not assumed			3.676	155.361	.000	.19405	.05279	.08978	.29833
Verbal Aggression	Equal variances assumed	.102	.750	1.539	204	.125	.18305	.11896	-.05150	.41759
	Equal variances not assumed			1.545	203.913	.124	.18305	.11850	-.05060	.41669
Overall Aggression	Equal variances assumed	.334	.564	1.945	204	.053	.18547	.09534	-.00251	.37346
	Equal variances not assumed			1.943	201.847	.053	.18547	.09544	-.00271	.37366

Table 12 presents the football clubs statistics along with their results in the t-test for equality of means. The t-test was used to test the significance of the relationship between club type fandom and the forms and overall aggression. The table displays statistical significance in physical aggression depending on the type of club fans support. In the t-test for the club types on the two forms of aggression and overall aggression score, differences between means were found to be statistically significant in physical aggression. The fans of club Eth. Coffee tended to experience more physical aggression ($M = 1.35$, $SD = 0.46$) than fans of St. George ($M = 1.15$, $SD = 0.27$). This difference was significant, $t(204) = 3.68$, $P < 0.05$. There was, however, no statistical significance found in verbal aggression. Comparison of verbal aggression for Eth. Coffee fans ($M = 1.99$, $SD = 0.81$) and St. George fans ($M = 1.81$, $SD = 0.89$) revealed no significant differences between the clubs, $t(204) = 1.54$, $P > 0.05$. In other words, Eth. Coffee fans did not differ in verbal aggression from fans of St. George. This was also true in the overall aggression in that no significant relationship was found between Eth. Coffee fans ($M = 1.89$, $SD = 0.69$) and St. George fans ($M = 1.70$, $SD = 0.68$), $t(204) = 1.95$, $P > 0.05$.

Table 13: Analysis of Variance Significance Tests for the Relationship between Longevity of Fandom and Forms and Overall Aggression

		Sum of Squares	df	Mean Square	F	Sig.
Physical Aggression	Between Groups	1.463	4	.366	2.570	.039
	Within Groups	28.606	201	.142		
	Total	30.069	205			
Verbal Aggression	Between Groups	4.327	4	1.082	1.491	.206
	Within Groups	145.838	201	.726		
	Total	150.166	205			
Overall Aggression	Between Groups	2.540	4	.635	1.349	.253
	Within Groups	94.590	201	.471		
	Total	97.130	205			

One-way analyses of variance with a 95% confidence interval were used to test the significance of relationships between aggression and longevity of fandom. The results are presented in Table 13. Significant differences were found in the

relationship between physical aggression and longevity of fandom $F(4,201) = 0.39$. This showed that how long a fan had been supporting a club impacts fan aggression. Post-hoc tukey tests were used to further analyze the differences. The tests revealed a statistically significant difference in means between fans that supported their club between 6-10 years and those who supported their club for more than 15 years. Fans with 6-10 years of fandom tended to experience lower levels of physical aggression than fans with more than 15 years of fandom. The ANOVA analysis also yielded no significant differences between the different categories of longevity of fandom in regard to verbal aggression, $F(4, 201) = 0.206$, and overall aggression, $F(4, 204) = 0.253$. This would mean any difference in verbal and overall aggression could not be attributed to differences in longevity of fandom or how long a fan supported either club.

3.4. Relationship between Situational Factors Contributing to Fan Aggression and De-individuation

Table 14: Pearson Correlation Matrices for De-individuation and Venue, Event, Staff, and the overall Situational Variables for becoming an Aggressive Fan

	1	2	3	4	5
1. De-individuation	1.000				
2. Venue	.174*	1.000			
3. Event	.203**	.635**	1.000		
4. Staff	.230**	.130	.296**	1.000	
5. Situational Factors	.267**	.692**	.855**	.653**	1.000

*. Correlation is significant at the 0.05 level (2-tailed).

**. Correlation is significant at the 0.01 level (2-tailed).

N = 206

Table 14 displays the matrix of relationships among the various situational factors relating to de-individuation. From Table 14 it is evident that all factors, though as low as 0.174, positively correlated with one another, which might be an indication of an overlap in the factors. Respondents' ratings of the likelihood of becoming de-individuated during football matches in the stadium correlated with situational factors (combining the three variables under situational factors

resulted in a pattern of generally lower correlations), $r = .267, p < .01$. Furthermore, significant positive relationships were found between de-individuation and venue characteristics ($r = .174, p < .01$), event characteristics ($r = .203, p < .01$), and staff characteristics ($r = .230, p < .01$).

According to the results, the variable staff was the most important contributor, followed by event, and venue as the weakest, for fans to be in de-individuated states. Additionally, the results of correlation analyses also indicated correlations among the situational factors relating to fan aggression (Table 14). Significant positive relationships were found among almost all situational factors, as follows:

1. Correlation between venue and event characteristics, $r = .635 (p < .01)$
2. Correlation between venue and overall situational factors, $r = .692 (p < .01)$
3. Correlation between event and staff characteristics, $r = .296 (p < .01)$
4. Correlation between event and overall situational factors, $r = .855 (p < .01)$
5. Correlation between staff and overall situational factors, $r = .653 (p < .01)$

CHAPTER FIVE

DISCUSSION

5.1. Social Psychological Factors and Football Fans' Aggression

The present study primarily focused on fan aggression and de-individuation and social identification, knowledge of which may affect professional football fan crowd management strategies.

5.1.1. Social Identification with the Different Identification Levels and Football Fan Aggression

The study sought to determine whether fan identification is related to aggressive behavior. In social identity theory, it is argued that a positive relationship would exist between identification and aggression. Furthermore, it states that when highly identified fans watch their teams in competition, they can often become excited and anxious during the competition, which is directly related to football fan aggression (The Bootle II, 2003 and Wann *et al.*, 2003). The results in this study found are in line with previous findings that fan identification predicts football-related aggression and that highly identified fans are more likely to endorse aggressive behavior at football matches. In other words, fan identification significantly predicted football fan aggression. In addition, highly identified fans did differ from less identified fans in their engagement in aggression. Highly identified fans would experience more aggressive behavior at football games than fans low in identification. The same applied with moderately identified fans that they significantly differed in their violent behavior to low-identified fans. The highly identified fans also differed significantly from the other two categories of fan identification with the teams in question. The significant differences between highly identified fans and less-identified fans in aggression may be attributed for two reasons. First, studies, for example, Wann *et al.* (2003) have indicated that highly identified fans experience extreme fluctuations in emotion during games. Fans who feel that

their identity is threatened (or enhanced) are likely to experience emotions that could lead to aggressive behavioral tendencies. For situations involving identity enhancement, highly identified fans are likely to be more prone to engage in aggressive behavior fans low in identification. An alternative explanation as to why highly identified fans slip into aggressive behavior is that, according to theories by Bernache-Assollant, Marie-Francoise & Braddock (2007) highly identified individuals are more prone to aggress within a crowd of in-group members than fans low in identification.

5.1.2. De-individuation and Football Fan Aggression

A clear association exists between de-individuation and aggression and de-individuated persons experience a sense of diminished self-awareness and weakened social restraint, and react to immediate cues, motivations, and emotions (Postmes & Spears, 1998). In line with previous findings on the relationship between de-individuation and aggression; anonymity, arousal, loss of self awareness, group size were significantly related to fan aggression, whereas responsibility diffusion was not identified as a correlate of aggression.

These results clearly show that the effects that de-individuation may have on behavior. The present results therefore suggest that the highest predictor, anonymity (not being identifiable among fan crowds) was a factor for football fan violence to result. In other words, fans that felt anonymous were attracted to violence. This finding is in agreement with results by Hogg & Vaughan (2005). Additionally, the present study demonstrated that arousal was the second important predictor of aggression as measured by the participants' violent involvement. This means that fans of the two teams under investigation were found to behave aggressively when fans were aroused. This is consistent with the results obtained by Hogg & Vaughan (2005). Group size (being among large number of individuals) emerged as the third most important predictor of fan aggression which is consistent with results by Postmes & Spears (1998).

Finally, with respect to loss of self awareness, the present study demonstrated that loss of self awareness is related to aggression, showing high degree of loss of self awareness to be more inclined to lose control over behavior thus this process variable is a relevant predictor of fan aggression. This indicates that fans that reported loss of self awareness seemed to relate to higher levels of aggression.

In addition, the results of the present study suggests that responsibility diffusion, a feeling that one is not held responsible for a wrong deed, was found to have insignificant predictive value for aggression. This shows that fans' feeling of irresponsible were unrelated to aggression exhibited around football ground. This is contradictory to findings like Prentice-Dunn & Rogers (1982).

5.2. Relationship between Situational Factors and Fan Aggression

Madensen & Eck (2008) has argued that a number of situational factors are associated with fan aggression particularly in a football stadium setting, a general framework they refer to as "spectator violence triangle." This study put to test Madensen & Eck's spectator violence framework to examine the impact of situational factors contributing to the two football club fans' aggression during matches. An investigation into these situation-specific factors is necessary in light of the different fans' differing reasons for engaging in aggressive behaviors while attending professional football matches. The findings of this study reflected a number of significant relationships between fan aggression and a variety of situational factors. Generally, the situational factors such as event, staff, and venue variables have been found to predict football fan aggression at the Addis Ababa Stadium.

5.2.1. Venue Characteristics and Fan Aggression

Venue characteristics have been one aspect of “spectator violence triangle” variables examined in research. In spectator violence triangle/framework it is assumed that specific venue features of a football stadium are associated with higher levels of fan aggression. Venue characteristics concerns itself with six important features that affect the likelihood that fans engage in aggressive behavior: performance proximity, noise level, seating arrangement, place reputation, temperature, and stadium location. Stadium location, one of the situational factors, was found to have significant effects on fan aggression. This means that the more the closer a fan to the football playing field, the more likely for the fan to be engaged in violent activities. This would suggest that fans of St. George and Eth. Coffee who attended football matches seated close to the football field behaved more aggressively than those who are seated relatively far from the football field. The result confirmed the findings of Bale (2000).

Temperature which meant especially the temperature football stadium getting hotter and hotter, in spectator violence framework is depicted to contribute to increased levels of aggression. This study confirmed this assumption under venue features because temperature was significantly and positively related to aggressive behavior of fans. This finding is in line with Reifman, Larrick & Fein (1991) that concluded that hot temperatures in stadiums instigated football fan aggression.

Another venue characteristic feature of a stadium is related to noise level which concerns the extent to which a particular stadium is noisy. Higher noise levels are potentially predictive of instigation of violent behaviors. Noise level in this study emerged as an important factor in increased aggression in agreement with study by Russell (2008).

In this study, seating arrangement was also found to be an important factor that made the fans to get involved in aggression in line with the previous findings by Madensen & Eck, 2008.

This study did not support the assumptions related to performance proximity, and place reputation concluded that being seated close to the football playing field, and attending football matches in stadium sections or places where violence is commonly witnessed had no significant relationship with aggression.

This result was contrary to spectator violence framework because the framework states that with performance proximity is associated with increased incidents of spectator aggression. The same was true with place reputation; the framework argues that in places within a stadium where violence is common or taken as culture, an increased likelihood of fan aggression also exists.

5.2.2. Event Features and Fan Aggression

The framework of spectator violence proposes that aggressive fan behaviors are contingent on event features varying across events or football matches. It is predicted in this framework that event characteristics, meaning crowd demography, event significance, alcohol availability, performance quality, crowding, performer behavior, and event duration are central to situational explanations of fan aggression. According to the framework of spectator violence, crowd demography for example, a crowd predominantly consisting of young males especially in their twenties is more likely to engage in spectator aggression (Adair & Vamplew, 1990, and Veno, 1993). In agreement with the framework, the finding of this study also suggested that being a young male fan was an important factor that could lead to spilling of fan aggression. The spectator violence framework also holds that alcohol availability is an important factor in prediction of aggression in a stadium. Drinking alcohol which lessens a person self control may be more likely to lead to fan aggressive

incidents. The result of this study is consistent with spectator violence framework (Moore *et al.*, 2007, and WHO, 2005) that when St. George and Eth. Coffee fans reported significance of a alcohol availability led them to aggress.

Spectator violence triangle also asserts that performer behavior tends to produce higher levels of aggression (Arms & Russell, 1997). Contrary to spectator violence framework, this study found that performance quality and crowding to have little to do with fans' aggressive behavior.

5.2.3. Staff Features and Fan Aggression

In spectator violence framework, it is predicted that problems with fan aggression is associated with staff stadiums employ. The staff variables include training, experience, presence, and communication. Concerning training, the framework states that poorly trained staff personnel increases the likelihood of aggression. Specifically, fans who participated in the survey reported that fan aggressive behavior resulted owing to the lack of well trained staff particularly police personnel. The result of the present study agrees with respective findings reported by Veno *et al.* (1993) regarding the effects of training of police personnel on fans' aggression. The framework also argued that inexperienced police officers could be sources for problems of fan aggression. So far as the relationship between aggression and experience is concerned, the effect of experience on aggression was found to be most important under the staff variables.

This means that fans of both clubs in question behaved more aggressively due to lack of experience on the part of the police personnel deployed to manage events. This indicates that, for example, by failing to identify potential threats and respond to them accordingly would increase the fans' tendency to engage in aggressive behavior. The result of the present study is consistent with (Madensen & Eck, 2008). Moreover, it is assumed in spectator violence framework that need for fairly reasonable number of visible security/ police personnel, which is referred to as presence, compared to too many uniformed police presence can help deter fan aggression. The present findings did not attest to this notion and provide evidence that presence of police had little to do

with aggression. Furthermore, communication as one staff variable, the framework argues that in the absence of effective communication and clear assigned roles among the staff personnel would give rise to experiencing of fan aggression. The present study regarding communication was found to be the second important factor from staff variables in its contribution to fan aggression. This means that lack or poor communication among the staff on how to handle situations was related to higher levels of aggression. This finding is in agreement with results obtained by (Connors, 2007).

5.3. Difference in Aggression among Football Fans across Socio-demographic Factors

The socio-demographic variables (age and longevity of fandom) were shown to be positively correlated with fan aggression. Participating fans aged between 20 to 25 reported higher levels of aggression compared to any other age categories in support of the research by Adair & Vamplew (1990) and Veno (1993). Fans with 6-10 years of fandom were more likely to experience lower levels of physical aggression than fans with more than 15 years of fandom. In terms of other socio-demographic variables, a significant difference did not exist between the varying education levels in terms of fan aggression. The gender effect on football fan aggression was judged to be an insignificant amount. Therefore, gender was not included as a demographic variable for the purposes of the current study.

5.4. Relationship between De-individuation and the Situational Factors: Venue, Event, and Staff Features

The study respondents' views on situational motivation items suggest a number of ways for states of de-individuation to result, perhaps thereby increasing aggression. This study assessed the relationship between de-individuated behaviors of football sport fans and a number of situational variables including venue, staff, and event characteristics. The three important situational factors: staff, event, and venue affect the likelihood that a spectator

will become de-individuated at stadiums. The present study found, in particular, a correlation between staff and de-individuation, and staff, of course plays one of the biggest roles in determining fans' de-individuated behavior. Moreover, the present study has shown that especially de-individuation showed a relatively more positive relationship with the overall situational factors.

Likewise, a positive correlation was found between de-individuation and event characteristics: crowd demography, event significance, alcohol availability, crowding, performer behavior, and event duration. Positive correlations between de-individuation and venue characteristics (performance proximity, noise level, seating arrangement, place reputation, temperature, and stadium location) were noted. Since the study of the relationship between de-individuation and situational factors for becoming a fan was exploratory in nature, a frame of reference for analysis is not available. Therefore, the explanations of correlation or lack of correlation between these variables is speculative at best. The three variables, the venue, event, and staff characteristics were generally determined to be positively correlated with fan aggression.

CHAPTER SIX

SUMMARY, CONCLUSIONS, AND RECOMMENDATIONS

6.1. Summary

The present study primarily set out to investigate the intervening role of social psychological (social identification and de-individuation variables) and situational factors (venue, event, and staff variables) in the genesis of football-related aggression, using fans of Eth. Coffee and St. George at Addis Ababa Stadium as the population of the study. It set itself five important objectives. First, the study explored whether social identification and de-individuation contribute to explaining fan aggression. Second, it examined if there were significant differences among fans by levels of fan identification. Third, it assessed the magnitude of the importance of situational variables in their contribution to fan aggression. Fourth, it sought to establish whether there existed significant differences in football fan aggression in relation to socio-demographic variables. Finally, it assessed the relationships between situational factors for becoming an aggressive fan and self-reported de-individuated behaviors. The criterion variable included aggression. Aggression comprised of two forms: physical and verbal aggression. The predictor variables used in this study included socio-demographics, de-individuation, social identification, and situational factors.

All the variables explored in the present study were combined in order to make one comprehensive questionnaire that participating fans could fill out. Statistical techniques such as, one-way ANOVA (analysis of variance), multiple regression, pearson product moment correlation coefficient, mean comparisons and t-tests were used to carry out the study.

Through the use of the aforementioned statistical methods, the objectives were met. Thus, relationship between social psychological and fan aggression was

examined. The study sought to establish relationship between aggression and fan identification, the psychological connection that individuals have with the football teams they support. It further went on to determine whether fans possessing different levels of identification aggress differently as suggested by social identity theory. The other variable, de-individuation under social psychological factors proved to be an important factor that played a role in fans aggressive behavior. The contribution of the component variables in de-individuation: anonymity, responsibility diffusion, arousal, group size, and loss of self awareness were assessed for aggression.

The major emphasis next to the social psychological factors was placed on the three aspects of situational factors referred to as venue, event, and staff variables. These situational contributing factors in football-related violence (most studies have just used social psychological factors like de-individuation and social identity) were used to study aggression. As evidenced from the literature review, there has been little research conducted on football stadium that utilizes spectator violence framework to study the relative importance of situational factors in occurrence of football fans' aggression. Spectator violence framework is a situational framework based on the assumption that features of a particular stadium have impact on fan aggressive behavior. It is a framework, which serves as a vehicle for identifying what situational factors impact on fan aggression. Spectator violence framework can be used to suggest what type of crowd management methods may be most effective under a set of conditions. The core of the framework/triangle approach is that football fans are influenced by situational factors (proximate factors related to venue, event and staff features of a stadium) to the extent that these factors affect fans' aggressive behavior.

By identifying those social psychological and situational factors that are most related to fan aggression, the information might be utilized to enhance office of stadium management contributions to effectively deter football-related violence.

6.2. Conclusions

This paper used de-individuation and social identity theories, and Madenson & Eck's spectator violence triangle (2008) to explore the impact of social psychological and situational factors on fan aggression respectively.

It first investigated how de-individuation and social identity played a role in football fan aggression. One explanation of the relationship between fan identification and football related aggression has drawn upon psychological processes discussed in social identity theory. According to the results of this study, fans' identification predisposed fans for aggression. In addition, highly identified fans were more likely to behave aggressively within a crowd of supporters than fans moderate and low in identification. De-individuation another social psychological account of the individual in the crowd was generally found to predict fan aggression. The most influential contributions came from arousal, anonymity, loss of self awareness, and group size.

Secondly, it also examined how venue, event, staff characteristics of a particular stadium or arena influenced the fans' aggressive behavior. In general the results of present study support the proposed theoretical framework. Under venue-situational factors, stadium location, temperature, noise level, and seating arrangement in particular have a strong impact on aggression and in the present study they emerged as the most potent contributors of fan aggression. In comparison with these variables, the other venue-situational factors like place reputation and performance proximity have only a modest part in explaining aggression.

With respect to the event-situational factors, the magnitude of the relationship between crowd demography and aggression stood as more important than the relationships between any other variable in the situational factors and aggression.

Regarding staff-situational factors, Madensen & Eck (2008) found that inexperienced police officers may contribute to fan aggression. The results also showed that experience stood as the second more important variable in the entire situational factors. In this study, poor or lack of effective communication among the police was found to relate to aggression. Previous research produced consistent result on the relationship between communication and fan aggression (Connor, 2007). Police not well trained was an important factor in its contribution to aggression. This result is in line with finding by Veno *et al.*, 1993. Finally, contrary to results by Alpert & Flynn (2000), presence of police was rated the least important variable among the staff factors in this study.

On the bases of the findings of the study, the following conclusions were drawn:

1. In regards to social identity, a significant relationship emerged between social identity and aggression, also indicating that high identifiers exhibited particularly pronounced levels of aggression compared to both moderate and low identifiers. Similarly, those who identified moderately experienced more aggression during matches than low identifiers. This confirms the social identity theory, which states that fan identification is positively related to aggression in a football setting (Spaaj, 2008; The Bootle II, 2003; Wann *et al.*, 2003).
2. In relation to de-individuation and aggression, the results of the present study found that de-individuation to be predicting fan aggression. From among the five predictor variables, arousal was depicted to be highly predictive of aggression followed by anonymity, loss of self awareness, and finally group size. This is in agreement with findings by Postmes & Spears (1998), Reicher, Spears, & Postmes (1995) and Dunn & Rogers (1982).

3. The other important factors in this study, situational factors, were generally found to be positively related to fan aggression. In line with the previous researches, the venue-situational variables: increased noise level (Russell, 2008), seating arrangement (Madensen & Eck, 2008), hot temperatures (Reifman, Larrick & Fein, 1991), and stadium located in city (Stott & Adang, 2005) were found to be important factors in their contribution to aggression. Again significant differences between the two clubs fans were observed in all venue variables except place reputation and performance proximity. In contradiction to findings by Stott & Adang (2005), place reputation had little to do with fan aggression. The same applied with performance proximity, which was insignificantly related to aggression among football fans. This does not agree with results found by Madensen as cited in Price (2003).
4. The event-situational variables: crowd demography largely composed of young males in their twenties was highly associated with aggression even from the whole situational factors. These results are consistent with findings by Adair & Vamplew (1990) and Veno (1993). The same was true with alcohol availability that it had an important role to play, next to crowd demography, in contributing to aggression in agreement with results by Moore *et al.* (2007) and WHO, 2005. Performer/player behavior was also found to have important relationship with aggression. This agrees with findings by Arms & Russell (1997). Next to all the above variables, event significance and event duration were equally important in their contribution to aggression. The results found in this study concerning event significance was in line with findings by Madensen & Eck (2006) and Sivarajasingam, Moore & Shepherd (2004).
5. The results with event duration attest findings by Millar *et al.* (2006). However, contrary to previous studies with respect to crowding (roadburg, 1980), and performance quality (Madensen & Eck, 2008), this study found

the two variables to have little to do with aggression. From among the event-situational factors, event significance, performance quality, crowding, and event duration were found to be factors the two clubs significantly differed.

6. The predictor variables, staff-situational factors (experience, communication, and training) play important role on criterion variable football-related aggression (hooliganism). The present study showed experience to be a relatively most important variable under staff-situational factors. This goes in line with findings by Madensen & Eck (2008). Communication was also found to be the next most important factor in the staff-situational factors. This confirmed the results by Connors (2007). In consistent with finding by Veto *et al.* (1993), training (police not well trained) was one important staff factor to contribute to aggression. Contrary to studies by Alpert & Flynn (2000), presence was found to little to do with fan aggression. The two club fans significantly differed in what staff factors made them aggressive. With the exception of training, all other staff-situational factors the clubs displayed significant differences.
7. Another important finding is that only age and longevity of fandom from socio-demographic factors had significant effects on aggression. This indicated that fans aged between 20 to 25 were more likely to behave aggressively than any other age category. This confirms studies by Adair & Vamplew (1990) and Veno (1993). In regards to longevity of fandom, fans supporting their team between 6 to 10 years experienced lower levels of physical aggression than fans with more than 15 years of fandom.
8. The study results also found out that de-individuation was more positively related to staff than between de-individuation and event, and de-individuation and venue. A generally positive correlation was observed between the overall situational factors (staff, event, and venue factors combined) and de-individuation.

6.3. Recommendations

As a result of conducting this study, the following recommendations have been formulated:

- Fan possessing different levels of identification particularly highly identified fans should make use of a more healthy psychological ways of dealing with lowered self esteem rather than resorting to aggression to cope with a team's win or loss. In dealing with de-individuation, event, venue, and staff managers should consider use of crowd management strategies such as placing video cameras and mirrors so that the fans become self aware etc.
- It is suggested that potential venue, - staff, - event - related interventions should be put in place to prevent fan aggression. Such measures as mixed crowd demography creating family-like experience, effective communication among the police personnel, well defined individual seats and designing the stadium features that facilitate violence and posting signs that promote brotherhood and peaceful fan culture, and experience in handling situations are of paramount importance that could be among potential solutions in an effort to avoid football related aggression.
- There are quite a few issues that should be addressed in future research into situational factors, which have the potential to contribute towards more violent incidents and aggressive behavior of sport fans. Although this study did identify support for spectator violence framework, still there is further need of further research to support or refute these findings. This would mean scenarios should be extended to consider the venue, staff, and event situational factors, along with the knock-on effects of aggressive fan incidents.

- The relationship between de-individuation and the situational factors for becoming an aggressive fan of a particular team was exploratory in nature and should be replicated to test for reliability.

- Another suggestion for further research in this area is that researchers should use qualitative research using the situational spectator violence framework (taking into consideration the venue, event, staff features) to explore fan aggression.

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Appendix I
ADDIS ABABA UNIVERSITY
COLLEGE OF EDUCATION AND BEHAVIORAL STUDIES
INSTITUTE OF PSYCHOLOGY

This questionnaire is designed to collect data for the research to be conducted on the social psychological and situational factors related to football fan aggression. You are kindly requested to fill all questions listed below according to your own behavior related to fandom. Your genuine answer has great importance to the result of the study. Your personal information will not be known because you do not write your name. Thus, you should not worry about confidentiality.

Thank you in advance for your time and effort!

I. Socio-demographic Characteristics

Please circle the response which you think describe you. Don't write your name.

1. Age (in years)

1. Under 21 years
2. 21-30 years
3. 31-40 years
4. 41-50 years
5. Over 50 years

2. Sex

1. Male
2. Female

3. Highest level of Education completed

1. Read and Write (1-4)
2. Primary (5-8)

3. High School (9-12)

4. College/University

4. Which clubs are you fan of?

1. Ethiopian Coffee

2. Saint George

5. How long have you been involved in fandom of your club?

1. Less than one year

2. 1-5 years

3. 6-10 years

4. 11-15 years

5. Over 15 years

Part II. Forms of Aggression

Answer the following questions by putting "✓" sign in one of the blank spaces provided in front of statements that you think describe your behavior.

Remark

1 – Not at all

2 – Rarely

3 – Sometimes

4 – Usually

5 – Always

No.	Aggressive behaviors I display for variety of reasons	1	2	3	4	5
1.	I push and shove other supporters					
2.	I throw objects onto the playing surface					
3.	I physically aggress against players					
4.	I verbally aggress opposition supporters					
5.	I verbally aggress opposition players					
6.	I chant negative songs or slogans about the opposition team					
7.	I physically aggress against the referees, or linesmen					
8.	I physically aggress against the security personnel or police					
9.	I verbally aggress security personnel or police					
10.	I verbally aggress players					
11.	I verbally aggress the officials					

Part III. Fan Identification Questions

Please circle the relevant response.

1. How important to you is it that the team you are fan of wins?
1. Not important 2. Somewhat Important 3. Undecided 4. Important 5. Very Important

2. How strongly do you see yourself as a fan of the football team?
1. Not at all a fan 2. Somewhat a fan 3. Undecided 4. Fan 5. Very much a fan

3. How important is being a fan of the football team to you?
1. Not important 2. Somewhat Important 3. Undecided 4. Important 5. Very Important

4. How much do you dislike the football team's greatest rivals?
1. Do not dislike 2. Somewhat dislike 3. Undecided
4. Dislike 5. Dislike very much

5. How often do you display the football team's name or insignia at your place of work, where you live, or on your clothing?
1. Never 2. Often 3. Rarely 4. Sometimes 5. Always

6. How often do you side with your group of fans in times of trouble?
1. Never 2. Often 3. Rarely 4. Sometimes 5. Always

Part IV. De-individuation Questions

Answer the following questions by putting "✓" sign in the blank spaces provided in front of the statements that you think describe your behavior.

Remark

- 1 – Not at all 2 – Rarely 3 – Sometimes
 4 – Usually 5 – Always

No.	De-individuated behaviors I display among fan's group	1	2	3	4	5
1.	I loss sense of myself in a violent crowd and think in terms of the collective/group mind					
2.	The violent supporters of my team' behavior becomes my behavior					
3.	Being less identifiable increases the likeliness of manifestation of my aggressive behavior					
4.	Loss of self awareness gives me a precedent to behave aggressively					
5.	Something about the crowd transforms me and feel submerged in the hooting of the crowd					
6.	I would behave violently among crowded and noisy fans which I normally would not do on my own (when alone)					
7.	I become aroused and act with less self control in angered fan crowd					
8.	The larger the size of the group, the higher the degree of antisocial behavior I experience					
9.	During football matches I fail to act responsibly					
10.	If my team scores a goal I really lose myself completely					
11.	I feel less responsible for my actions when I am among crowd of fans					
12.	In crowd of fans, I feel I cannot be singled out as an individual					

Part V: Situation-specific reasons for personally becoming an aggressive fan

Answer the following questions by putting "✓" sign in one of the blank spaces provided in front of the phrases that you think describe the situation your behavior.

Remark

- 1- Strongly Disagree 2 - Disagree 3- Undecided
 4 - Agree 5 - Strongly Agree

No.	Situational factors prompting me to behave aggressively	1	2	3	4	5
1.	Closeness to the football playing field/absence of barrier between the playing field and fans					
2.	Too much noise in the stadium					
3.	Attending the game without a seat					
4.	Sitting in venues where violence is common					
5.	As the temperature gets hotter and hotter					
6.	Drinking alcohol					
7.	The location of the stadium being in the city					
8.	Being among similar age category especially younger males					
9.	During significant and highly expected games are played					
10.	When players perform poorly or below my expectation					
11.	Finding myself in crowded spectators					
12.	When players engage in fighting					
13.	The tailgating and party atmosphere					
14.	Security/police personnel not well trained					
15.	Inexperienced police with poor handling of spectators and situations					
16.	Security personnel not adequately present at different venues					
17.	Lack of effective communication and clear assigned roles among the security staff					

THANK YOU AGAIN FOR TAKING THE TIME TO COMPLETE THIS QUESTIONNAIRE

Appendix II

አዲስ አበባ ዩኒቨርሲቲ

የሥነ ትምህርት ኮሌጅ

የሳይኮሎጂ ኢንስትትዩት

የዚህ መጠይቅ ዓላማ የእግር ኳስ ደጋፊዎች በደጋፊነታቸው የሚያሳዩት ባህሪ ከማህበራዊ ስነልቦናና ነባራዊ ሁኔታዎች ጋር ስላለው ተዛምዶ ለሚደረገው ጥናት መረጃ ለመሰብሰብ የተዘጋጀ ነው።

እንደደጋፊ በሚያሳዩት ባህሪ ላይ በመመርኮዝ ከታች ለተዘረዘሩት ጥያቄዎች በሙሉ መልስ እንዲሰጡ በትህትና እጠይቃለሁ። እርስዎ የሚሰጡት እውነተኛና ሀቀኛ ምላሾች ለጥናቱ ወጤት ከፍተኛ ዋጋ አላቸው። ስምዎን ስለማይጽፉ የሚሰጡት መረጃ ምሥጢራዊነቱ የተጠበቀ ነው።

አስቀድሜ ስለጊዜዎና ጥረትዎ ምስጋናዬን አቀርባለሁ።

ክፍል አንድ፣ አጠቃላይ መረጃ መጠይቅ

መመሪያ፣ ለሚከተሉት ጥያቄዎች መልስ ይሆናል የሚሉትን በማክበብ ይመልሱ። ስም መጻፍ አያስፈልግም።

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| 1. ዕድሜ | 1. 20 ና ከዚያ በታች | 2. ከ21-25 | 3. ከ26-30 | 4. ከ31-35 |
| | 5. ከ36-40 | 6. ከ40 በላይ | | |

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| 2. ጾታ | 1. ወንድ | 2. ሴት |
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| 3. የትምህርት ደረጃ | 1. ማንበብና መጻፍ (1-4) | 2. የመጀመሪያ ደረጃ (5-8) | 3. ሁለተኛ ደረጃ (9-12) | 4. ኮሌጅ/ዩኒቨርሲቲ |
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| 4. የየትኛው ክለብ ደጋፊ ነዎት? | 1. የኢትዮጵያ ቡና | 2. የቅዱስ ጊዎርጊስ | 3. ሌላ |
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| 5. በድንዎን መደገፍ ከጀመሩ ምን ያህል ጊዜ ሆኖት? |
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1. ከ1 አመት በታች 2. ከ1-5 አመታት 3. ከ6-10 አመታት 4. ከ11-15 አመታት
5. ከ15 አመታት በላይ

ክፍል ሁለት፣ የባህሪ አይነቶች መጠይቅ

መመሪያ፣ የሚከተሉትን ዐረፍተ ነገሮች ካነበቡ በኋላ ባህሪዎን ይበልጥ ይገልጻል የሚሉትን ከዚህ በታች ከተሰጡት 5 ደረጃዎች በአንዱ ላይ የ “✓” ን ምልክት በመጻፍ ያመልክቱ፤

መግለጫ

- 1- በፍጹም
- 2- በጣም አልፎ አልፎ
- 3- አንዳንድ ጊዜ
- 4- አብዛኛውን ጊዜ
- 5- ሁልጊዜ

ቁ.	በተለያዩ ምክንያቶች የማሳያቸው ባህሪያት	1	2	3	4	5
1.	ኳስ ሜዳው ላይ አንዳንድ ነገሮችን እወረወራለሁ					
2.	ሌሎች ደጋፊዎችን እጋፋለሁ ወይም እጎሽማለሁ					
3.	ተጫዋቾች ላይ አካላዊ ጥቃት አደርሳለሁ					
4.	በተቃራኒ ቡድን ደጋፊዎች ላይ የቃላት ጥቃት አደርሳለሁ					
5.	በተቃራኒ ቡድን ተጫዋቾች ላይ የቃላት ጥቃት አደርሳለሁ					
6.	በተቃራኒ ቡድን ላይ የስድብ መዝሙርና መፈክሮችን አሰማለሁ					
7.	በዳኞች ላይ አካላዊ ጥቃት አደርሳለሁ					
8.	በጸጥታ ሀይሎች ወይም በፖሊስ ላይ አካላዊ ጥቃት አደርሳለሁ					
9.	በጸጥታ ሀይሎች ወይም በፖሊስ ላይ የቃላት ጥቃት አደርሳለሁ					
10.	ተጫዋቾች ላይ የቃላት ጥቃት አደርሳለሁ					
11.	በዳኞች ላይ የቃላት ጥቃት አደርሳለሁ					

ክፍል ሶስት፣ የደጋፊነት መለያ መጠንን የሚመለከት መጠይቅ

መመሪያ፣ ለሚከተሉት በእያንዳንዱ ጥያቄ ስር ለተቀመጡት ከ1-5 ያሉትን የደረጃ ምርጫዎች በመጠቀም ትክክል የሚሉትን በመክበብ መልስ ይስጡ፣

1. የሚደግፉት ቡድን ማሸነፍ ለእርሶ ምን ያህል አስፈላጊ ነው?

- 1. አስፈላጊ አይደለም
- 2. በመጠኑ አስፈላጊ
- 3. መወሰን አልቻልንም
- 4. አስፈላጊ ነው
- 5. በጣም አስፈላጊ ነው

2. የቡድንዎ ደጋፊ መሆንዎ ለእርሶ ምን ያህል አስፈላጊ ነው?

- 1. አስፈላጊ አይደለም
- 2. በመጠኑ አስፈላጊ
- 3. መወሰን አልቻልንም
- 4. አስፈላጊ ነው
- 5. በጣም አስፈላጊ ነው

3. የቡድንዎን ቀንደኛ ተፎካካሪዎች ምን ያህል ይጠላሉ?

- 1. አልጠላቸውም
- 2. በመጠኑ እጠላቸዋለሁ
- 3. መወሰን አልቻልንም
- 4. እጠላቸዋለሁ
- 5. በጣም እጠላቸዋለሁ

4. ምን ያህል ጊዜ የቡድንዎን ስምና ምልክት በሚለብሱት ልብስ በሥራ ቦታና በመሥሪያ ቤትዎ ያሳያሉ?

- 1. በፍጹም
- 2. አብዛኛውን ጊዜ
- 3. በጣም አልፎ አልፎ
- 4. አልፎ አልፎ
- 5. ሁልጊዜ

5. ምን ያህል ራስዎን እንደ ደጋፊ ያያሉ?

- 1. ደጋፊ አይደለሁም
- 2. በመጠኑ ደጋፊ ነኝ
- 3. መወሰን አልቻልንም
- 4. ደጋፊ ነኝ
- 5. በጣም ደጋፊ ነኝ

6. ችግር ሲፈጠር ምን ያህል ጊዜ ለቡድንዎ ያግዛሉ ወይም ያደላሉ?

- 1. በፍጹም
- 2. አብዛኛውን ጊዜ
- 3. በጣም አልፎ አልፎ
- 4. አልፎ አልፎ
- 5. ሁልጊዜ

ክፍል አራት፣ በብዙ ደጋፊዎች መካከል የሚሰማን የግል ስሜትን የሚመለከት መጠይቅ

መመሪያ፣ ከሚከተሉት የ “ደጋፊ መሀል የግል ስሜት ሁኔታዎች” ወይም ምክንያቶች ተገቢ የሚሉትን እንደሚስማሙበት መጠን ከዚህ በታች ከተሰጡት 5 ደረጃዎች አንዱ ላይ የ “✓” ን ምልክት በመጻፍ ያመልክቱ፤

መግለጫ

- 1- በፍጹም
- 2- በጣም አልፎ አልፎ
- 3- አንዳንድ ጊዜ
- 4- አብዛኛውን ጊዜ
- 5- ሁልጊዜ

ቁ.	በደጋፊዎች መካከል ስገኝ የማሳያቸው ባህሪያት	1	2	3	4	5
1.	በረብሸኛ ደጋፊዎች መካከል እምብዛም የምሰራውን ስለማላወቅ በሌሎች ሀሳብ እመራለሁ					
2.	የቡድኔ ረብሸኛ ደጋፊዎች ባህሪ የኔም ባህሪ ይሆናል					
3.	ተለይቼ በማልታወቅበት ደጋፊዎች መሀከል ረብሸኛ ደጋፊ የመሆኔ እድል ይጨምራል					
4.	እምብዛም ራሴን አለማወቁ ረብሸኛ እንድሆን በር ይከፍታል					
5.	ደጋፊዎች መካከል ስሆን ለማሳየው ባህሪ ብዙም ሀላፊነት እንዳይሰማኝ ያደርጋል					
6.	ብቻዬን የማላደርገውን፣ ጫጫታ በበዛበት የደጋፊዎች ስብስብ ውስጥ ያልተገባ ባህሪ ሳሳይ እችላለሁ					
7.	በተቆጣ የደጋፊዎች ስብስብ መካከል ልነሳሳና እምብዛም ራሴን ላልቆጣጠር እችላለሁ					
8.	በብዙ ደጋፊዎች መካከል ስሆን ተገቢ ያልሆነ ባህሪ የማሳየት እድሌ ይጨምራል					
9.	በጨዋታ ጊዜ ሀላፊነት በሚሰማው ሁኔታ ራሴን መምራት ያዳግተኛል					
10.	የምደግፈው ቡድን ጎል ሲያስቆጥር ከደስታ ብዛት ራሴን ባለማወቅ እፈነጫለሁ					
11.	በደጋፊዎች ስብስብ መካከል ለማሳየው ባህሪ እንብዛም ሀላፊነት አይሰማኝም					
12.	በደጋፊዎች ስብስብ መካከል እንደግለሰብ ተለይቼ ትኩረት እንደማይደረግብኝ ይሰማኛል					

DECLARATION

I declare that this thesis is my original work, has not been presented for a degree in another university and that all sources of materials used for the thesis have been duly acknowledged.

Name _____

Signature _____

Place _____

Date _____

This thesis has been submitted for examination with my approval, Addis Ababa

University advisor:

Name _____

Signature _____

Date _____