Characteristics of the semantic content of the concept of "game giftedness" (using the example of football)

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Abstract

Objective of the study to scientifically substantiate the essence and content of the concept of “gaming talent” in sports activities.

Methods and structure of the study. To achieve the goal, a study was conducted using the following methods: analysis of scientific and methodological literature (using the ResearchGate, Google Scholar and PubMed databases).

Results and conclusions. Gaming talent is an original systemically developing model of readiness for gaming activity, expressed in the totality and qualitative uniqueness of innate physical (speed of action), psychophysiological (perception, sensorimotor reactions, gaming intelligence) and acquired social (propensity for gaming interaction, emotional and social intelligence) qualities, which make it possible to compensate for the insufficiency of some functional qualities due to the priority of the evolution of others.

The content of gaming talent consists of physical, psychophysiological and social qualities.

Keywords: *gaming talent, sports talent, football, game sports.*

Introduction. The continuous growth of achievements in sports, and in sports games in particular, places ever greater demands on the system of training athletes, in which the search for gifted people occupies a significant place. Therefore, among those wishing to engage in sports, it is necessary to improve the quality of selection and search for the most talented and promising children who can show outstanding sports results [4].

The problem of sports selection and its component – diagnostics of sports talent are one of the central ones in the field of theory and methodology of sports training and are associated with a wide range of issues addressed by sports science and practice. However, no less important in solving this issue is the creation of the necessary favorable conditions of an organizational nature, allowing an objective assessment of the individual abilities and capabilities of a young candidate for the chosen sport [5].

Objective of the study to scientifically substantiate the essence and content of the concept of “gaming talent” in sports activities.

Methods and structure of the study. To achieve the goal, a study was conducted using the following methods: analysis of scientific and methodological literature (using ResearchGate, Google Scholar and PubMed databases). The search for studies was conducted online in open electronic journal databases using the keywords: “talent”, football, selectioninfootball, selectioncriteria.

Results and conclusions. Sports (motor) talent is understood by both domestic and foreign scientists as a combination of psychophysical qualities and properties of the body and personal qualities that ensure high achievements in any kind of sport.

We believe that it is appropriate to consider sports talent taking into account the specific requirements of the sport.

There are various approaches to classifying sports. In our work, we rely on the classification by the features of the organization of the athlete’s movements and the predominant role of certain functional sys-

tems of the body in ensuring their working effect (V.S. Farfel, 1969; Yu.V. Verkhoshansky, 1985). These authors identified three groups of sports:

Group I: acyclic sports, the predominant role in which belongs to the improvement of the motor apparatus in the direction of fine regulation of movements and the ability to perform high-power working efforts (weightlifting, track and field throws, etc.).

Group II: cyclic (mainly submaximal and moderate power) sports, achievements in which are oxygen supply for muscle work (middle and long distance running in track and field, etc.).

Group III: combined sports (complex), which are characterized by high variability of motor actions under conditions of compensated fatigue and variable intensity of work; these include sports games and martial arts.

Game sports have a number of distinctive features that allow us to talk about the specifics of selecting children to practice this category of sports. In our work, we analyzed the features of game sports such as basketball, handball, hockey and football in order to determine the leading, significant qualities and abilities for practicing game sports.

Football is one of the most popular sports in the world, it has unique characteristics that distinguish it from other sports games [6].

Firstly, it is necessary to note the structure of the game itself, as football is a game in which two teams of 11 players participate, which exceeds all other sports in the number of athletes in a team, which predetermines more complex tactical schemes and tasks in the game. Also, the football field has dimensions of up to 100-110 meters in length and 64-75 meters in width, which creates many opportunities for tactics and strategy of the game.

Secondly, one of the key distinguishing features of football is the use of the feet, as unlike other team sports, the ball is not allowed to be held or thrown with the hands (except by goalkeepers in their own penalty area or when throwing the ball from the sideline), which creates a unique dynamic of movement in which players use their feet to control the ball.

Neurophysiology in performing actions with hands and feet is determined by the specific transmission of nerve impulses in the legs and arms, which have differences associated with anatomical features and functional needs. Legs have a greater length of nerve fibers that transmit impulses to the muscles and receptors of the legs, while hands, on the contrary, have more complex fine motor skills, which requires greater control from the brain and a more subtle transmission of impulses.

The legs are anatomically represented in the cerebral cortex less than the arms, which is associated with the smaller number and larger muscles of the lower limbs [2].

Thus, the lower limbs are a means of movement, but are significantly inferior to the hands in terms of ergonomics of performing actions with the ball, making football, in our opinion, more complex and specific than other sports games. A football player has a greater number of thought and analytical processes in the brain to solve problems of turning on and controlling the lower limbs in a specific game situation [3].

Thirdly, the tactical aspect of football also deserves attention, since, unlike sports such as basketball or volleyball, which are characterized by a fast change of score and a large number of points, football usually has a low level of scoring, which places great demands on the variability of tactical schemes, which can include various formations, pressing, counter-attacking strategies and adaptive strategies focused on the strengths and weaknesses of the opponent.

G.L. Drandrov defines the team's game activity as: "as a coordinated mental and visible activity of team members aimed at achieving victory over an opponent in the conditions of a specific confrontation and in compliance with established rules. Depending on the game situation, the existing feature that leads to a ball strike, two types of game activity can be found – protection and defense" [1].

Fourthly, football has its own psychological characteristics, since games can last 90 minutes with added time, players are often subjected to high psychological stress, which requires them to be able to control their emotions in critical situations over a long period of time.

Thus, football stands out among other sports games due to its unique structure and rules, foot play, tactical complexity and enormous psychological load, which allows football to be a real cultural phenomenon that unites people all over the world.

Summarizing the results of the analysis of the specifics of activity in team sports, we can conclude that it includes many aspects that affect the effectiveness of the process of sports selection and orientation, the content of the training process and the specifics of participation in competitions. Unlike individual game sports, team game sports require a high degree of

cooperation, tactics and dynamics, since the most significant element of the game is team interactions, where success depends not only on the individual skill of each athlete, but also on the coherence of the actions of all team members.

One of the key characteristics of team sports is the presence of clearly defined tactical schemes and strategies that form the context of the game, in which players must not only know these schemes well, but also be able to adapt to constantly changing conditions on the playing field, which requires high flexibility of thinking, the ability to quickly and accurately assess the game situation, the ability to anticipation, i.e. predicting the actions of the opponent, the ability to read the game and react to game situations in real time.

The psychological demands on the player also distinguish team sports, as athletes are required to be psychologically resilient because players face pressure, stress and competitive emotions that can affect results, and the ability to remain calm in critical moments, maintaining team spirit and a positive moral and volitional atmosphere in the team is crucial to achieving success.

Team sports place high demands on the physical fitness of players – high endurance, strength, speed and coordination, which makes physical training complex and multi-level. Training usually focuses on both the development of individual physical qualities and joint exercises that help strengthen teamwork [7].

The general distinctive features of game activities in team sports are:

1. Speed of action, since representatives of sports games have a significant advantage in the speed of thinking (decision-making) compared to representatives of many other sports;

2. Perception (visual and specialized) – the characteristics of visual perception, especially depth vision (eye) and volume of vision (peripheral vision), are of particular importance. Specialized perceptions include "ball sense", "goal sense", "court sense";

3. Sensorimotor reactions, characteristic of game activity are reactions with choice and reactions to a moving object, repeated starting accelerations with a change of direction for the ball, for an opponent, replacing some techniques and actions with others.

4. Game intelligence – the ability to quickly and effectively analyze a game situation, make quick, informed decisions, and anticipate the opponent's actions (anticipation). Game intelligence includes the following aspects: intuitive understanding of the game, awareness of positions, skills, and analysis of the basic principles of strategy and tactics, the ability to assess the risks and potential of various game actions, the ability to anticipate the opponent's moves, proactively respond to changes during the game, and successfully interact with teammates;

5. Predisposition to game interaction (inclination). The ability to interact in game activities.

The analysis of the interpretations of the concepts of "giftedness", "sports giftedness", as well as the study of the specifics of team sports, allows us to conduct a semantic analysis of the considered definitions of the concept of "sports giftedness", and using the tool for creating a "word cloud", to highlight and visually present the key lexical units characterizing the semantic content and terminological base of the phenomenon under study.

Figure 1. "Word cloud" characterizing the semantic content of the concept "sports talent" (resource https://wordscloud.pythonanywhere.com/ was used)

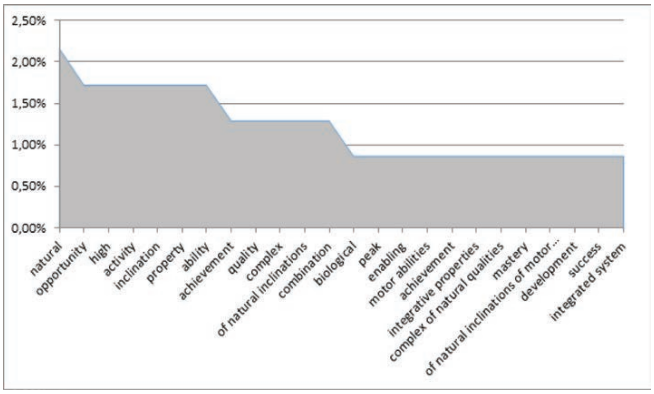

Figure 2. Distribution of key lexical units by frequency of their use in the text describing the concept of "sports talent" (semantic analysis was carried out using the resource advego.com)

Interpreting the results of semantic analysis and the construction of a "word cloud", we can conclude that athletic talent reflects the natural qualities, capabilities, and abilities of a person that make it possible to achieve results in sports activities. In our opinion, in team sports it is appropriate to talk about the presence of gaming talent as a specific type of athletic talent.

Based on the analysis of scientific research by specialists in team sports, we have identified the main aspects of the manifestation of "gaming talent" directly in gaming activities on the field (Figure 3).

Figure 3. Manifestations of football players' playing talent in the game

Thus, giftedness in the game is not demonstrated by the number of kilometers covered or the power of the shot, but by the ability to see what others do not see, to anticipate the development of events several moves ahead and instantly make and execute the optimal decision, changing the course of the match with one pass, shift or interception.

The content of gaming talent consists of physical, psychophysiological and social qualities.

First of all, the assessment and prediction of the development of physical abilities plays a significant role in gaming activities.

Psychophysiological qualities are critically important, including motivation, self-confidence, concentration and stress resistance. Athletes must be able to manage their emotions, especially in stressful situations, which directly affects their results.

Social skills and teamwork are no less important. Teamwork, communication skills and emotional intelligence help athletes interact effectively with teammates and coaches.

Conclusion. Thus, summarizing the results of the study, we can conclude that gaming talent is an original systemically developing model of readiness for gaming activity, expressed in the totality and qualitative uniqueness of innate physical (speed of action), psychophysiological (perception, sensorimotor reactions, gaming intelligence) and acquired social (propensity for gaming interaction, emotional and social intelligence) qualities, allowing to compensate for the insufficiency of some functional qualities due to the priority of the evolution of others.

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