



Review Of Research



A STUDY ON INTERACTION EFFECT OF ADJUSTMENT AND NEED ACHIEVEMENT UPON CREATIVITY AMONG STUDENTS OF HIGHER SECONDARY CLASSES

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ABSTRACT :

Education is the process where by potential skills or potential ways of being are made actual through experience as distinguished from innate development patterns. Change is one of the constant factors in human experience. There is a reason to believe that originality acceptance of things that can neither be ignored (adopted to) nor can be changed. Life in general, requires the acknowledgement of certain limitations and the renunciation of certain specific goals.



is almost habitual with individuals which produces a really singular idea, what this implies is that a highly organised mode of responding to experience is a precondition for constant creativity. The process of human adjustment also depends on a degree of

KEYWORDS : potential skills , human experience , human adjustment.

INTRODUCTION :

This means that acceptance of the inevitable factor is a part of a satisfactory stage over all adjustment process. A motive is conceived as a disposition, a strive for a certain kind of satisfaction as a capacity for satisfaction in the attainment of a certain classes of incentives which produce essentially the same kind of experience of satisfaction. It is small wonder that many people come to view the world as a "forest primeval" subject only to the law of the "survival of the fittest". Such attitudes hinder the development of healthy ego structures in winners and

loser alike. Therefore, one has to use maximum creative power and mental potential if he/she wants to win the race. Creative individuals remain happy in creating something new and original. A creative person respects that creative spark of other individuals. This is one of the reasons why education for creativity is so important. Creativity is energy being put to work in a constructive fashion.

2. OBJECTIVE:

To analyse the interaction effect of adjustment and need achievement upon creativity.

3. HYPOTHESIS:

There is a significant interaction effect of adjustment and need-achievement upon creativity.

4. PROCEDURE:

a. Sample

The study does not aim at clinical or diagnostic analysis of behaviour. Students of higher secondary classes such as 10th or 12th grade were not taken in consideration. The population of present study constituted of college going students of district Kalaburagi District of Karnataka. Sample was selected from the college going students of the age group of 18-21 years. Total 400 units of the students were selected in which 200 hundreds were male and 200 hundreds were female students. Sample of the present study was selected by combination of non-probability and probability techniques through quota sample (stratified cluster sampling) and systematic random techniques.

The present study was- concerned with the study of impact of adjustment on creativity. An ex-post facto design was considered suitable for the study. Actually the present study was of exploratory nature in which the independent variable has occurred and the research starts with the observation of dependent variable. Independent variables were : adjustment and need-achievement and dependent variables were: creativity.

b. Tools:

The tools of the study were: Standardized tests were of creativity, adjustment and need achievement and Creativity test by Dr. N.S. Chauchan and Dr. Govind Tiwari; Taresh Bhatias's Adjustment inventory; and DeoMohan Projective Test or Achievement Motivation.

The principal and teachers of those colleges were contacted personally and importance of study and utility of the study was explained to them. In the beginning, the investigator gave an orientation lecture to the students in the group. Creativity test, adjustment and need-achievement scale were administered to collect the data.

5. STATISTICAL ANALYSIS:

The statistical operation followed for the present investigation involved descriptive and inferential technique. Computation of mean, S.D., 't' test and ANOVA (2x2 factorial design) found out significant mean difference among the subgroups. Quartiles were computed for getting 25% of highest and lowest 25% cases on adjustment, need-achievement and creativity. For the purpose of interpretation, factorial technique 2x2 was adopted. This technique illustrate interaction between two variables i.e. adjustment and need-achievement upon creativity. In order to know whether adjustment and need-achievement had any impact upon creativity, 2x2 factorial design was used. The sample was divided into two adjustment categories i.e. high and low, and same two need-achievement categories. In this way four groups were obtained.

6. FINDINGS:

It was found that both high pupils (adjustment and need-achievement) had high level of creativity. It can be stated that high pupils have high level of creativity. To find out the interaction effect of need-achievement and adjustment on total creative power, 2x2 factorial design was used and analysis of variance was calculated. It was found that need-achievement affected creativity as a whole has effect on need-achievement. Adjustment has also effect upon creativity. Total need-achievement and adjustment had no interaction effect upon creativity.

7. CONCLUSION:

The period of adolescence is the most period of human life. Several studies in this area have concentrated their attention on the relation between adjustment and achievement and found positive relationship between adjustment achievements. Therefore the hypothesis "There is a significant interaction effect of adjustment and need-achievement upon creativity" was partially accepted. Separately adjustment and need-achievement have effect upon creativity.

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