

Effects of the socio-economic-cultural structure of football spectators on the tendency towards violence (Manisaspor case)

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Abstract

This study aims to search socio-economic-cultural reasons which are thought to be effective in the violence and aggression of audience of Manisaspor football team. For this purpose, it offers suggestions to identify violence and aggressions problems in football fields and find solutions to them. The study group is formed by 500 Manisaspor football fans who watched seven teams' games that competed in the 2011-2012 Spor Toto Super Lig season and who are chosen randomly. As the data collection tool, along with the audience's demographic information, a questionnaire oriented to determine the level of effectiveness of different reference groups on audience aggression was administered. Consistency coefficient in the questionnaire (Cronbach Alpha) was found 0.80 and was seen that it was in high reliability category. The frequency distribution and Chi-square analyses for findings were performed in statistic software. In the results; in the 41 and over age category of Manisaspor football fans, it is seen that their education level was high and they mostly knew the football rules. It is seen that they mostly watch Manisaspor's in-games, they are found to be quiet and compatible although they are largely affected by defeats of the team. Causes of violent tendencies of Manisaspor fans before the game are found as events of the past games and media publications, causes of violent during the game are found as referees' wrong attitudes and behaviors and opponent audience's negative behaviors. In addition to this result, it is also found that mass communication affect aggression and violence.

Keywords: Football, football audience, aggression and violence in football.

INTRODUCTION

Sports have become an institution located in the centre of our society and much valued today and a sports branch football has a very different trend. Football with the modernization process has acquired a basic satisfaction source status which people commit religiously or semi-religiously, while it moved from being a certain sub-culture's game it has become a popular entertainment which trail masses (15).

Researches on sport sociology and psychology show that sport is a reflection of social structure. Aggression of audience in the fields depending on "Supporting a team and being fan of a team" should be also addressed within this structure (9).

The opinion that every day fans become a little more frugal against their teams, reluctant to see the truths, disrespectful and cruel against opposing team's athletes and audience, aggressive towards the

referee is clearly observed by athletes, spectators and sport community (5).

In recent years, the violence events in sport competitions especially in football matches have negative effects on sports' properties such as; universal values such as love, peace and brotherhood, unifying and integrative properties. One of the most important effects of violence in sport is sport's not being internalized enough. Fans' confusing excitement with tension, preferring outcome instead of performance goals lead to violence. In public opinion where people only conditioning victory and sportsmanship and moral values are unfortunately corrupted, explanandum reveals oneself as a form of aggression and violence (12).

Partisanship of football teams is said to occur because of psychological and social reasons. Individuals have various requirements and they convert them into behaviors by their impulses and

motives and they reach satiation arising from a need, this is what lies at the basis of partisanship. Fans feed their expectations and hopes of their private lives with the success of their team or club (22).

Although football is one of the most popular sport practiced in the world and in our country, nowadays it come to the forefront by its violence and violent events. In recent years, stadiums have become an environment where sport's fundamental logic and rules are disregarded by audiences' reflecting their socio-economic problems to sports. A variety of countries have to take measures against misbehaviors of audiences (2).

Aggressive and violent behaviors in sport media are accepted as a kind of negative behavior by sport community and it is important to bring it under control. Therefore, aggression in sport should be analyzed with scientific researches; whether it is a very important component of human motives, what creates this aggression, how this aggression increases (11).

The aim of the research, the football audience acts of violence; with age and education variables is to examine the relationship between.

MATERIAL & METHODS

The study sample is formed by 453 men and 47 women a total of 500 people who watched Manisaspor vs Gençlerbirliği on 18.12.2011 in Manisa 19 Mayıs Stadium, Samsunspor on 24.01.2012, Eskişehirspor on 02.02.2012, Bursaspor on 12.02.2012, Gaziantepspor on 25.02.2012 and Mersin İdman Yurdu football team on 11.03.2012.

Any selection was made for the sample group and audience who came to watch football match were selected randomly. The questionnaire form was applied to football fans face to face before the match and during the half time by the researchers. While the questionnaire was applied, questionnaires were distributed by explaining purpose and scope of the research and ensured them to answer the questionnaire without being affected by each other. The opinions and recommendations of scholars who are expert on questionnaire used as a data collection tool in the research are considered and developed by the researcher.

While the first 15 questions of 40-question questionnaire are determiner questions about

personal characteristics of football audience who participated in the research and the rest of the questions is determiner questions about different reference groups thought to be effective on aggression of audience and determining behaviors observed related to these groups. The questionnaire used to collect data is found in the category of high reliability (Cronbach Alpha 0.80).

The data obtained are given in percentage and frequency. In the study Chi-Square (χ^2) test is performed for age and education variables. The level of statistical significance was set at 0.05. Statistical analysis was performed using SPSS 16.00.

RESULTS

When behavior relation between age groups of the audience and decisions made against their teams are examined, "I accept all decisions with respect" has the highest turnout with 50% in 36-40 age category and the lowest turnout with 8.8% in 18-20 age category. "I swear" has the highest turnout with 41.2 in 18-20 age category and the lowest turnout with 8.2 in 41 and over age category. When we look at the overall total, it is identified that 40% answered "I accept all decisions with respect", 25.8% answered "I yell", and 17.4% answered "I swear". When we look at the analysis table showing behavior relation between age groups of the audience and decisions made against their teams there is a significant relation found ($P < 0.05$; Table 1).

When distributions of age groups of audience and react conditions after their teams loss are examined, 28.4% of 21-25 age range answered "coach-athlete-manager of my team", 35.4% of 36-40 age range, 30.1% of 41 and over age range, 26.5% of 18-20 age and 31-35 age range, 24.7% of 26-30 age range answered "I do nothing", 26.5% of 18-20 age range answered "From the opponent", 51.4% of 41 and over age range, 45.1% of 36-40 age range, 44.1% of 31-35 age range, 40.4 of 26-30 age range, 34,6% of 21-25 age range, 32.4% of 18-20 age range answered "From no one". When we look at the overall total, 43.4% answered "From no one" and 24.7% answered "I do nothing". When we look at the analysis table showing distributions of age groups of audience and react conditions after their teams loss, there is a statistically significant relation found ($P < 0.05$; Table 2).

Table 1. Distribution of behavior relation between age groups of the audience and decisions made against their teams.

What Would Your Attitude Be When a Referee Rule Against Your Team							
Age		I accept all decisions with respect	I swear	I throw something to the referee	The referee lose favor	I yell	Total
18-20	f	3	14	6	8	3	34
	%	8.8	41.2	17.6	23.5	8.8	100
21-25	f	26	21	5	14	15	81
	%	32.1	25.9	6.2	17.3	18.5	100
26-30	f	44	21	4	2	18	89
	%	49.4	23.6	4.5	2.2	20.2	100
31-35	f	32	9	0	6	21	68
	%	47.1	13.2	0	8.8	30.9	100
36-40	f	41	10	0	10	21	82
	%	50	12.2	0	12.2	25.6	100
41 and over	f	54	12	0	29	51	146
	%	37.0	8.2	0	19.9	34.9	100
Total	f	200	87	15	69	129	500
	%	40.0	17.4	3	13.8	25.8	100
		$X^2=105.6$	Sd= 20	P=0.031	P < 0.05		

Table 2. Distributions of age groups of audience and react conditions after their team's loss.

Who Would You Show Your Reaction After Your Team Loss								
Age		From my family	From my friends	Coach-Athlete-Managers of my team	I do nothing	From opponent	From no one	Total
18-20	f	0	2	3	9	9	11	34
	%	0	5.9	8.8	26.5	26.5	32.4	100
21-25	f	0	10	23	15	5	28	81
	%	0	12.3	28.4	18.5	6.2	34.6	100
26-30	f	2	10	16	22	3	36	89
	%	2.2	11.2	18	24.7	3.4	40.4	100
31-35	f	0	5	15	18	0	30	68
	%	0	7.4	22.1	26.5	0	44.1	100
36-40	f	2	5	6	29	3	37	82
	%	2.4	6.1	7.3	35.4	3.7	45.1	100
41 and over	f	6	4	17	44	0	75	146
	%	4.1	2.7	11.6	30.1	0	51.4	100
Total	f	10	36	80	137	20	217	500
	%	2	7.2	16	27.4	4	43.4	100
		$X^2=94.74$	Sd= 25	P=0.031	P < 0.05			

Table 3. Distribution of behavior relation between age groups of audience and causes of violence between fans.

What is the most important cause of the violence between fans?						
Age		Condition of Realization of Expectations	Violence Tendency in Natural Personality Structure	Economic Deficiencies	Fans' Inadequate Education	Total
18-20	f	21	8	0	5	34
	%	61.8	23.5	0	14.7	100
21-25	f	35	13	8	25	81
	%	43.2	16	9.9	30.9	100
26-30	f	18	22	23	26	89
	%	20.2	24.7	25.8	29.2	100
31-35	f	12	25	5	26	68
	%	17.6	36.8	7.4	38.2	100
36-40	f	21	12	10	39	82
	%	25.6	14.6	12.2	47.6	100
41 and over	f	22	20	12	92	146
	%	15.1	13.7	8.2	63	100
Total	f	129	100	58	213	500
	%	25.8	20	11.6	42.6	100
		$X^2=101.2$	Sd= 15	P=0.000	P < 0.05	

When distribution of behavior relation between age groups of audience and causes of violence between fans is analyzed, 61.8% of 18-20 age range, 43.2% of 21-25 age range, 25.6% of 36-40 age range, 15.1% of 41 and over age range stated "Realization of expectations related to their teams' state in the league condition" as the most important reason, 36.8% of 31-35 age range, 23.5% of 18-20 age range stated "Violence Tendency in Natural Personality Structure" as the most important reason, 25.8% of 26-30 age range stated "Economic deficiencies" as the most important reason; In addition, 63.0% of 41 and over age range, 47.6% of 36-40 age range, 38.2% of 31-35 age range, 30.9% of 21-25 age range, 29.2% of 26-30 age range stated "Fans' inadequate education" as the most important reason. When we look at the overall total, 42.6% answered "Fans' inadequate education", 25.8% answered "Realization of expectations related to their teams' state in the league condition", 11.6% answered "Economic deficiencies". When we look at the analysis table showing distribution of behavior relation between age groups of audience and causes of violence between fans, there is a statistically significant relation found (P<0.05; Table 3).

When what is the most important factor leading audience to aggression before football matches examined, 39.0% of 36-40 age range and 37.7% of 41 and over age range stated "Media", 27.9% of 31-35 age range, 26.5% of 18-20 age range stated "Statements of Club Managers", 64.7% of 18-20 age

range, 39.5% of 21-25 age range, 37.1% of 26-30 age range, 29.4% of 31-35 age range, 28.0% of 36-40 age range, 25.3% of 41 and over age range stated "Events of past matches" 35.8% of 21-25 age range, 32.6% of 26-30 age range stated "Behaviors of opponent players" and in overall total 33.4% stated "Events of past matches", 27.4% stated "Media", 24.6% stated "Behaviors of opponent players". When the analysis table showing age groups and factors leading audience to aggression before the match, there is a statistically significant relation found (P<0.05; Table 4).

When behavior relations between age groups of audience and factors leading to aggression during the competition are examined, while 51.2% of 36-40 age range have the highest rate, 24.7% of 41 and over age range have the lowest rate. 41.2% of 18-20 age range answered "Negative behavior of the opponent team's fans", 23.5% of 31-35 age range answered "Negative behavior of the opponent team players"; In addition, 41.6% of 26-30 age range, 40.7% of 21-25 age range, 39.7% of 41 and over age range, 35.4% of 36-40 age range answered "Wrong attitudes and behaviors of the referee". When we look at the overall total, 34.2% answered "Wrong attitude and behavior of the referee", 33.2% answered "Negative behavior of opponent team's fans". When we look at the analysis table showing factors leading to aggression during the competition, there is a statistically significant relation found (P<0.05; Table 5).

Table 4. Behavior relation between age groups and factors leading audience to aggression before the match.

Factors Leading Audience to Aggression Before Football Matches						
Age		Media	Statements of Club Managers	Events of Past Matches	Behaviors of Opponent Players	Total
18-20	f	0	9	22	3	34
	%	0	26.5	64.7	8.8	100
21-25	f	15	5	32	29	81
	%	18.5	6.2	39.5	35.8	100
26-30	f	21	6	33	29	89
	%	23.6	6.7	37.1	32.6	100
31-35	f	14	19	20	15	68
	%	20.6	27.9	29.4	22.1	100.0
36-40	f	32	14	23	13	82
	%	39.0	17.1	28.0	15.9	100
41 and over	f	55	20	37	34	146
	%	37.7	13.7	25.3	23.3	100
Total	f	137	73	167	123	500
	%	27.4	14.6	33.4	24.6	100
		X ² =70.451	Sd=15	P=0.000	P < 0.05	

Table 5. Distribution of behavior relations between age groups of audience and factors leading to aggression during the competition.

Age	Factors Leading You To Aggression During Competition							Total
	Negative Behaviors of Opponent Coach	Negative Behaviors of Opponent Team's Fans	Negative Behaviors of Opponent Team Players	Negative Behaviors of Our Own Players	Wrong Attitudes and Behaviors of The Referee	Negative Behaviors of Our own Coach		
18-20	f	3	14	14	0	3	0	34
	%	8.8	41.2	41.2	0	8.8	0	100
21-25	f	7	23	11	7	33	0	81
	%	8.6	28.4	13.6	8.6	40.7	0	100
26-30	f	5	28	13	6	37	0	89
	%	5.6	31.5	14.6	6.7	41.6	0	100
31-35	f	10	23	16	8	11	0	68
	%	14.7	33.8	23.5	11.8	16	0	100
36-40	f	0	42	5	4	29	2	82
	%	0	51.2	6.1	4.9	35.4	2.4	100
41 and over	f	8	36	19	22	58	3	146
	%	5.5	24.7	13	15.1	39.7	2.1	100
Total	f	33	166	78	47	171	5	500
	%	6.6	33.2	15.6	9.4	34.2	1	100

X²=82.28

Sd= 25

P=0.010

P < 0.05

Table 6. Distribution of behavior relation between educational status of audience and reasons to go to competition.

Education Status	Why do you go to watch a competition							Total
	To Support My Team	To Fight	To be discharged-let off steam	To Shout at Referees	To Found New Circle of Friends	For Pleasure		
Elementary School	f	38	0	2	0	0	6	46
	%	82.6	0	4.3	0	0	13	9.2
Secondary school	f	42	0	13	2	0	3	60
	%	70	0	21.7	3.3	0	3.8	100
High School	f	122	2	22	0	0	30	176
	%	69.3	1.1	12.5	0	0	17.0	100
College	f	25	3	12	0	2	6	48
	%	52.1	6.2	25.0	0	4.2	12.5	100
University	f	96	2	21	0	0	32	151
	%	63.6	1.3	13.9	0	0	21.2	100
Postgraduate	f	16	0	0	0	0	3	19
	%	84.2	0	0	0	0	15.8	100
Total	f	339	7	70	2	2	80	500
	%	67.8	1.4	14.0	4	4	16.0	100

X²=68.39

Sd= 25

P=0.039

P < 0.05

When we look at relation between educational status of audience and reasons to go to competition, 84,2% of postgraduate graduates ,76.3% of elementary graduates, 69.3% of high school graduates, 63.6% of university graduates, 25% of college graduates answered "To be discharged-let off steam"; In addition 21.2% of university graduates, 17% of high school graduates and 15.8% of

postgraduate graduates answered "For pleasure", when we look at the overall total 67.8% answered "To support my team", 16% answered "For pleasure", 14% answered "To be discharged-let off steam". When we look at the analysis table showing educational status and reasons to go to competition, there is a statistically significant relations found (P<0.05; table 6).

Table 7. Distribution of condition of educational status of audience and mass communication's (TV, Newspapers) effecting violence.

Educational Status	Condition of Mass Communication's (TV, Newspapers) Affecting Violence				Total
		Yes	No	Partly	
Elementary	f	26	7	13	46
	%	56.5	15.2	28.3	100
Secondary School	f	35	11	14	60
	%	58.3	18.3	23.3	100
High School	f	107	28	41	176
	%	60.8	15.9	23.3	100
Collage	f	15	15	18	48
	%	31.2	31.2	37.5	100
University	f	84	8	59	151
	%	55.6	5.3	39.1	100
Postgraduate	f	7	2	10	19
	%	36.8	10.5	52.6	100
Total	f	274	71	155	500
	%	54.8	14.2	31	100

$\chi^2=38.17$ Sd= 10 P=0.011 P < 0.05

When we look at the behavior relation between educational status and mass communication's effecting violence, 60.8% of high school graduates, 57.4% of elementary graduates, 55.6% of university graduates, 36.8% of postgraduate graduate, 31.2% of college graduates answered "Yes", it instigate the aggression; In addition, 52.6% of postgraduate graduates, 39.1% of university graduates, 37.5% of college graduates, 25.8% of elementary graduates, 23.3% of high school graduates answered "Partly", when we look at the overall average 54.8% answered "Yes", 31% answered "Partly". It is seen that university and Postgraduate fans are "Partly" affected by mass communication, elementary and high school fans are affected directly. When we look at the analysis table showing the relation between educational status and mass communication's effects on violence, there is a statistically significant relation found ($P < 0.05$).

DISCUSSION

In research group, when the behavior relation between age groups of the audience and decisions made against their teams, 50% of 36-40 age group, it has been identified that 49.4% of 26-30 age group, 47.1% of 31-35 age group, 37% of 41 and over age group, 32.1% of 21-25 age group answered I accept all decisions with respect. Şahin (18) and Yıldız (21) made support our study in their research by confirming 55.1% of the audience would accept all decisions with respect when referee makes a wrong decision, Bahadır (6) supports our study in his research by confirming 57.6% of the audience would accept all decisions with respect. Also in Şahin's (18)

and Yıldız's (21) research, 41.2% of 18-20 age group, 25.9% of 21-25 age group, 23.6% of 26-30 age group answered that they would swear; 42% of the audience expressed that they would swear when the referee makes a wrong decision. Bahadır (6), in his research, confirmed that 22.6% would swear when the referee makes a wrong decision. These results are in line with our research. It is seen that 34.9% of 41 and over age group, 30.9% of 31-35 age group answered that they would yell. When we look at the overall totals, it is identified that %40 answered I accept all decisions with respect, 25.8% answered I yell, 17.4% answered I swear. Chi-square analysis found a significant relation between age group of the audience and decisions made against their team ($P < 0.05$). 50% of the ones who said I accept all the decisions with respect constitute the 36-40 age group. It is identified that 41.2% of 18-20 age group answered I swear, 34.9% of 41 and over age group answered I yell. It is seen that 18-20 age group fans are more tended to violence, 36-40 age fans accept all decisions with respect and they have sport culture, 41 and over age group fans react by yelling. It is seen that young fans swear more than older ones when there is a wrong decisions made.

When we look at the behavior relations between age groups of audience and react conditions after their teams loss, it is detected that 70.8% answered I react to no one and do nothing, %16 answered they react to coach-manager-players of their team. 41 and over age group constitute 51.4% of the ones who answered I react to no one. It is detected that 35.4% of 36-40 age group remain unresponsive by doing nothing, 28.4% of the 21-258

age group react to players-coach-manager of their team. Chi-square analysis found a significant relation between age groups of the audience and react conditions after their teams loss ($P<0.05$). It is understood that 18-20 age group are more tended to violence since they expressed they would react to opponent team's fans. The audience from 18-20 age group to 41 and over age group fractionally stated that they would react to no one. The conclusion that 86.8% of 36 and over aged audience answered I do nothing and react to no one, 36 and over aged audience are calmer than 18-20 age group has been reached. Sample group's 42.6% said inadequate education, 25.8% said condition of realization of expectations about their team's league status, 11.6% said economic deficiencies as the most important reasons of violence events between age groups and audience. It has been detected as the most important reason of violence events between age groups and audience; 63% of 41 and over age group answered as inadequate education of the fans, 61,8% of 18-20 age group answered condition of realization of expectations about their team's league status, 36,8% of the 31-36 age group answered violence tendency in natural personality structure, 25,8% of 26-30 age group answered economic deficiencies. Chi-square analysis found a significant relation between the most important reasons of violence events in age group of the audience and fans ($P<0.05$). Acet (1) found the rate of the audience expressing inadequate education causes violence as 61.4%. Bahadır (6), in his research, detected that it is related to inadequate education of the fans with 47.8%, Demir's (10) distribution of the most important reasons of violence events between football audience as 32.5% inadequate education, 20.1% violence tendency in natural personality structure, 17.1% referee mistakes, 16.9% provocation of opponent team fans and players.

Study group's distribution of factors leading audience and age groups to aggression before the match is stated as; 33.4% Events of Past Matches, 27.4% media, 24.6% behaviors of Opponent Players. It is detected that 39% of 36-40 age group is affected by media, 27.9% of 31-35 age group is affected by statements of club managers, 64.7% of 18-20 age group is affected by events of the past matches, 35.8% of 21-25 age group is affected by behaviors of the opponent players. Chi-square analysis found a significant relation between age groups and reasons leading audience to aggression before the match ($P<0.05$). 76.7% of the 36 age and 41 and over age groups stated that they are affected by the media.

Bahadır (6), in his research, stated that media is one of the important factors with 32.4% and it is in line with our study. Demir (10), in his research, participants (in the media) are tend to violent as their response level increase to comments before/after match. Özmaden (16), in his research, according to audience consisting the research group, "referee" and "opponent players" one of the reference groups directly related to football are "very effective" factors; Football Association, football players, club administrators, security forces and coaches are "effective" factors. It is a fact that audience are affected negatively by the broadcast made by the media before the matches. It is stated that all age groups are affected by the events of the past matches. Media should choice broadcasts carefully before the matches and should avoid encouraging and directing fans to aggression. In Peker's (17) study, 71.1% of the participants believed sports media influence community about sport and athletes. Also 70% agreed the expression that sports media selects victims, instigate fanaticism and violence. These results support our research.

According to factors leading age groups of the study to aggression during the match, it is detected that 34.2% answered wrong attitudes and behaviors of the referee, 33.2% answered opponent team's fans' negative behaviors, 15,6% answered negative behaviors of opponent team players. Chi-square analysis found a significant relation between age groups and factors leading audience to aggression during the match ($P<0.05$). Karagözoğlu and Ay (14) have found behavior of referee as factors instigating audience with %46, Gültekin, Doğan and Eylen (13) have found referees and opponent team fans as reasons of in-field and out-field incidents in their researches. Acet (1), in his research, found that 82% of the audiences think referee's wrong attitudes and behaviors lead aggression during the match. Şahin (18), in his research, detected wrong and partial behaviors of referees with 51.1% as factors leading audience to aggression, Bahadır (6), in his research detected wrong attitudes and behaviors of referees with 41% and negative attitudes of opponent fans with 19,8% as second factor leading audience to aggression. Demir (10), in his research, detected the most excitative behavior to participants as 50,2% behaviors of referee, 27% behaviors of the fans, 22,7% behaviors of players. In Bar's (7) research, it is seen that wrong attitudes and behaviors of referees is taking second place with 27,2% in reasons leading audience to aggression. This result supports our research. These studies are in parallel line with our

research. In addition, it is detected that 51.2% of 36-40 age group is affected by negative behaviors of opponent team players, 41.6% of 26-30 age group is the most affected group affected by wrong attitudes and behaviors of referees, 41.2% of the 18-20 age group found opponent team player's negative behaviors as the most important factor leading them to aggression. It is found that decisions of the referees are an important factor prompting aggressive behaviors of the audience who came to watch matches. The Football Federation of Turkey should be more careful on training referees, should give importance to train referees without partial attitudes and behaviors and should be more constructive by analyzing referee business more carefully.

In sample groups overall distribution of behavior relation between educational status of audience and reasons to go to competition, it is detected that 67,8% go to support their team, 16% for pleasure, 14% to be discharged-let off steam. Chi-square analysis found a significant relation between educational status of the audience and reasons to go to competitions ($P<0.05$). Bozdemir (8), in his research, found that 83,7% of the audience go to support their team, Arıkan (4), in his research, 47,3% of the audience, Şahin (18), in his research, 37,3% of the audience, Bahadır (6), in his research, 72,6% of the audience go to support their team. In Demir's (10) research, the first reason of the participants to go to competition is "let off steam". In Bar's (7) research, it is seen that 42,2% of the audience go to support their team and 16,1% of the audience go to let off steam. These studies are in line with our research. When we look at the relation between educational status of audience and reasons to go to competition, it is detected that 84,2% of the audience are postgraduate graduates, 76,3% of them are elementary graduates and 69,3% of them are high school graduates. It is understood that 25% of the audience who go to be discharged-let off steam are college graduates and 13,9% of them are university graduates. Based on these results, it is identified that college graduates are more stressful. In addition, it is found that 21,2% of the university graduates and 17% of the high school graduates go to competitions for pleasure. But whatever the educational status of the audience is we can say that they all go to support their teams.

When we look at the distribution of educational status of audience and mass communication's effecting violence, 54,8% stated that mass communication does not affect, 31% stated it partly

affect and 14,2% stated it does not affect. Chi-square analysis found a significant relation between educational status of audience and mass communication's effecting violence ($P<0.05$). Yıldız (22), in his research, detected that 57,3% is affected, Acet (2), in his research, 53,5% and Bahadır (6), in his research 52,8%. Talimciler's (19) research reveals media triggers aggression of audience with circulation and rating concerns. Negative effects of media on audience aggression have been expressed by members of the press itself. In this context, while Akalın (3) mentions that sports media is the number problem of the football, not referees, audience or managers, Uluç (20) blames media for the sad truth experienced in audience aggression and actually emphasizes that there is not a "sports media" in Turkey. These studies support our research. When we look at the educational status of audience and mass communication's effecting violence, 60,8% of high school graduates stated that mass communication affects violence, 52,6% of the postgraduate graduates stated partly, 31,2% of the college graduates stated it does not. In Özmaden's (16) research, averages related to effect level of behavior of sports media on audience aggression rises with the rising education status. This study does not coincide with our research. It is seen that high school graduates are more affected by the mass communication than college graduates. This shows that mass communication affects aggression, mass communication should be more careful on their broadcasts and they should make programs for education.

As a result; It has been identified in distribution of Manisaspor Football audience that they have 41 and over age group fan base, they have high level of educational status, they mostly know football game rules, they mostly watch Manisaspor's in-game matches, they are calm and compatible although they are affected largely by their team's lose, they accept referee mistakes with respect, they do not damage environment after their team's lose, they go to competitions to support their team.

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