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### A Study on the Serious Leisure Time Perceptions of Street Basketball Players in Terms of Different Variables

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**A Study on the Serious Leisure Time Perceptions of Street Basketball Players  
in Terms of Different Variables****Nihal Akoğuz Yazıcı<sup>1</sup>****ARTICLE INFORMATION**

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**Volume:** 4, No: 1**Pages:** 01-13**ABSTRACT**

The aim of this study is to investigate the serious leisure perceptions of people with different characteristics who participate in street basketball. The study group consists of a total of 278 participants taking a part in street basketball activities in the outdoor basketball courts on the coastline of Samsun, Ordu, Giresun, Trabzon, Rize and Artvin provinces situated in the Black Sea region of Turkey. A survey form, prepared by using a personal information form and a serious leisure scale-short form, was used to obtain the research data. Designed by Gould et al. (2011), the Serious Leisure Scale was adapted into Turkish by Isik et al. (2020). The SPSS 26.0 statistical package program was used in all statistical calculations and the findings were considered significant at the  $p<0.05$  level. As a result of the analyses, some significant differences were found between the sub-dimensions of the serious leisure scale and the participants' age, job status, levels of participation, sports spans, and leisure intervals.

**Keywords:** Leisure Time, Serious Leisure, Street Basketball

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## INTRODUCTION

Robert Stebbins, supplying the phenomenon “Serious Leisure Perspective” in the literature (1982), had decided on that title because of similar statements he had heard frequently and emphatically from many participants in his long-term qualitative research. Stebbins (1982) introduced the concept of “being serious” to the leisure literature which had been mentioned to emphasize the importance of leisure in sentences such as “I’m serious about my archaeology,” by an amateur who, for several years, had been passionately pursuing his science, and “What we are doing here is not church-league stuff. Many of us hope to be scouted by the pros and maybe get an offer” by an amateur baseball player.

As a result of his ethnographic studies, Stebbins (1997) defined serious leisure as “the systematic pursuit of an amateur, hobbyist, or volunteer core activity that is highly substantial, interesting, and fulfilling and where, in the typical case, participants find a career in acquiring and expressing a combination of its special skills, knowledge, and experience” (Akyildiz, 2013; Gould et al., 2008; Gould et al., 2011; Stebbins, 2007, Shen & Yarnal, 2010). However, Stebbins stated that the definition of serious leisure did not fit within the definition of leisure and emphasized that people who engaged in broader contextual activities in their leisure and those who took pleasure in leisure activities more satisfactorily were serious leisure participants (Isik et al., 2020).

Stebbins identified six specific characteristics of serious leisure participants compared to an indifferent leisure participant. Accordingly, serious leisure participants;

- persist in leisure activity (persevere),
- make a personal and significant effort,
- want to achieve a leisure career,
- provide tangible and lasting benefits,
- try to create a social world consisting of original norms, beliefs or value system, and become a member of that social community,
- A strong bond is formed between them and the chosen activity. (Stebbins, 2007; Stebbins, 2016).

After this perspective emerged and started to develop, it has attracted the attention of many researchers and has been the subject of many studies. The main reason for this is the level of benefit that serious participation in a leisure activity provides. Many studies have shown that serious leisure activities make an important contribution to one's self-actualization, empowerment, self-expression, renewal / revitalization, sense of achievement, self-perception, social interaction and belonging, personal development, social skills, and social interaction processes in the society (Patterson, 1997, 2000, 2001; Aitchison, 2003; Kleiber, 1996; Rokervd, 1998, Patterson & Pegg, 2009; Isik et al., 2019). For example, it has been revealed that the elderly people get away from loneliness and social isolation thanks to serious leisure activities, and the positive effects of serious leisure activities on their psychological well-being have been proven (d’Araújo & Fonseca, 2019; Yang et al., 2019). On the other hand, tourism activities appear as an area where we can follow the serious leisure perspective in the most comfortable way (Frash & Blose, 2019; Kim et al., 2019; Williams & Slak-Valek, 2019).

Research has also been conducted to directly reveal the social interaction, which is one of the benefits of serious leisure time. Lee (2019) mentioned about the effect of being a serious leisure time participant in creating a social world. Also, Heidari et al. (2019) evaluated the in-group leisure behaviours in terms of serious leisure perspective. Cantillon and Baker (2019) stated that individuals who volunteer in museums and archives develop culturally, and volunteering provides them many benefits. Furthermore, Stone (2019) emphasized the serious leisure pass-time attribution in his study on individuals who keep cats and compete with each

other for their cuteness. As well, Rampley and Cordingley (2019) analyzed the creative writing experience in terms of the characteristics of serious leisure time.

Over the past 10 years serious leisure time studies have been done within the framework of certain groups which were former golfers, disabled people, athletes, event participants, dancers, firefighters, volunteers, adventure tourists, and football fans. The common thought in all these nine groups was that serious leisure time participation provided personal (emotional) and social benefits to the participants (Kim et al., 2011). Personal benefits include personal empowerment, self-actualization and self-expression, self-perception, satisfaction, pleasure, regeneration (recreation), and financial return. Social benefits, on the other hand, include social interaction, group success, contribution to the development and sustainability of the group, and contribution to becoming a needed and altruistic person (Isik, 2014; Isik, 2017; Isik, 2018).

After creating the theoretical framework of serious leisure time, scientists working in the social sciences have found a foothold about explaining the social and psychological benefits of the serious leisure perspective within the group. As the benefits of serious leisure time have been demonstrated within the diversity of activities, researchers from different social sciences have often put the serious leisure perspective at the center of their studies. All these studies are strongly interconnected. Although they have been conducted in different fields, there is a strong connection between them in terms of their outputs as they take that perspective as their basis. Researchers have produced many studies in different areas such as tourism (Matteucci & Filep, 2017; Humphreys & Weed, 2014; Komppula & Suni, 2013), ethnicity (Sivan et al., 2019), life satisfaction (Brajša-Žganec et al., 2011; Pressman et al., 2009; Yang et al., 2019; Isik et al., 2019), retirement (Stebbins, 2001; Kelly, 1997) and people with disabilities (Aitchison, 2003; Patterson, 2001).

As known, basketball is a game played between two teams of five players who score points by throwing a large ball over an open net suspended from a metal ring. Basketball was first introduced by a Canadian named James W. Naismith in December 1891. Although basketball is basically an indoor sport, it has moved to 3x3 basketball outdoor courts and city centers. First referred to as "street basketball", the game has gained popularity, especially among young people, and is today widely recognized as the number one urban team sport (FIBA, 2020). The fact that it takes place outdoors, is quite simple to participate in, and is unique as a recreational activity makes street basketball a very different sport from other team sports. Street basketball received such great interest among the society that 3x3 basketball, as an autonomous sport discipline, was decided by the Executive Board of the International Olympic Committee (IOC) to be included in the Olympic program starting from the Tokyo 2020 Olympic Games (FIBA, 2017). In other words, street basketball is an autonomous sport and an Olympic basketball discipline today. Leisure activities are a multidimensional and very important time period for the physical, mental and spiritual development of young people (Passmore & French, 2001). It is known that especially the physical, mental and spiritual developments and social behaviours of young people participating in outdoor activities increase positively and their self-confidence improves as well (McAvoy, 2001).

Taken from this perspective, given the broad perspective of serious leisure and both the recreational and professional aspects of street basketball, revealing the serious leisure time participation levels in terms of the different variables of the people who participate in these activities can provide significant benefits both to the perspective and to the street basketball. In this sense, the aim of this study is to investigate the serious leisure time perceptions of people in terms of their different characteristics.

The main research question is as follows: Do serious leisure time perceptions of individuals participating in street basketball events vary according to gender, age, occupation, level of participation, duration of sports and leisure time?

## METHOD

### Research Pattern

Relational research model, one of the quantitative research methods, was used in this study. This model is used to determine whether there is a variation between more than one variable (Buyukozturk, 2015).

### Study Group

The study group consists of a total of 278 participants taking a part in street basketball activities in the outdoor basketball courts on the coastline of Samsun, Ordu, Giresun, Trabzon, Rize and Artvin provinces in the Black Sea region of Turkey.

In this study, convenience sampling method was preferred. Convenience sampling is the easiest, least costly, and easiest to implement (Islamoglu & Alniacik, 2019). The fact that it provides easier access to the individuals living in the Black Sea region can be shown among the reasons for choosing this sampling method.

### Data Collection

A survey form, prepared by using a personal information form and a serious leisure scale-short form, was used to obtain the research data. Participants filled out the survey forms in the recreation areas where they play basketball. Data were collected between June and October 2022.

Ethics committee permission was obtained for the study with the decision number 2022/256 from the Non-Invasive Clinical Research Ethics Committee on 25.11.2022. During the current research, it was acted within the framework of "Higher Education Institutions Scientific Research and Publication Ethics Directive".

### Data Collection Tools

#### *Personal Information Form*

The personal information form was prepared by the researcher to determine the independent variables such as gender, age, job status, participation level, licensed sports duration, leisure time preferences and weekly leisure time.

#### *Serious Leisure Scale - Short Form*

In the initial development stages of the serious leisure time scale, 18 different features of serious leisure time, in other words, 18 different sub-dimensions were revealed. Gould et al. (2011) state that SLIM with 18 factors consists of 2 basic components. These are 6 sub-dimensions related to the level of seriousness (perseverance, personal effort, career progress, career contingencies, identity with the pursuit, and unique ethos) and individual achievements that we can define as benefits. Gould et al. (2011) also divided individual achievements into two. While personal achievements (benefits) consist of 9 sub-dimensions (personal enrichment, self-actualization, self-expression abilities, self-expression individuality, enhanced self-image, self-gratification satisfaction, self-gratification enjoyment, re-creation, and financial return), the group achievements (benefits) consist of 3 sub-dimensions (group attraction, group accomplishments, and group maintenance). The short form of the serious leisure time scale was formed by taking one question from each sub-dimension of the scale, which consists of 18 sub-dimensions and 54 questions. This short form obtained comprises 3 sub-dimensions.

The Serious Leisure Scale, designed by Gould et al. (2011), was adapted into Turkish by Isik et al. (2020), and validity and reliability tests were conducted by them as well. As a

result of the analysis, it was determined that this scale, adapted to measure the serious leisure tendencies of individuals, has 18 items and a 3-factor structure. It was observed that the internal consistency coefficients calculated for these sub-dimensions were high;

- Seriousness  $\alpha= 0.903$
- Personal benefit  $\alpha= 0.906$
- Social benefit  $\alpha= 0.955$

A 5-point Likert-type rating was used in the scale items (1: Strongly Disagree, 2: Disagree, 3: Undecided, 4: Agree, 5: Strongly Agree).

**Data Analysis**

The SPSS 26.0 statistical package program was used in all statistical calculations and the findings were considered significant at the  $p<0.05$  level. Kolmogorov-Smirnov and Shapiro-Wilk tests were applied to see whether the data conformed to the normal distribution, and it was seen that the normality assumption was met. Independent Sample T Test was used to examine whether the sub-dimension scores of the scale differ by gender and job status while One Way Anova Test was applied to determine if the scores differ by age, participation level, licensed sports year, and leisure time. Subsequent to the Anova test, Tukey multiple comparison test was used to determine between which groups there was a difference.

**Table 1.** Kolmogorov-Smirnov and Shapiro-Wilk tests

Sub-dimensions	Statistic	df	Sig.
Seriousness	,116	278	,200
Personal Benefit	,077	278	,200
Social Benefit	,134	278	,200

**FINDINGS**

The findings of the research were analyzed in two parts. While the demographic characteristics of the participants are included in the first part, the statistical test findings are included in the second part. Table 2 includes the demographic characteristics of the participants.

**Table 2.** Descriptive Statistics of Participants

Variable	Group	n	%	Variable	Group	n	%
<b>Gender</b>	Female	45	16,2	<b>Job</b>	Employed	75	27,0
	Man	233	83,8		Student	203	73,0
<b>Age</b>	17 years and under	84	30,2	<b>Participation Level</b>	Recreational	96	34,5
	18-25 years	128	46,0		Amateur	147	52,9
	26 years and over	66	23,7		Professional	35	12,6
<b>Leisure Preferences</b>	Active Activities	110	39,6	<b>Licensed Sports</b>	Did not play	35	12,6
	Inactive Activities	168	60,4		1-5 Years	84	30,2
<b>Leisure Duration</b>	1-5 hours	84	30,2		6-10 Years	98	35,3
	6-10 hours	108	38,8		11-15 Years	42	15,1
	11 hours and over	86	30,9		16 Years and over	19	6,8

83.8% of the participants were male (n=233) and 45% were female (n=45). Of the participants, 46% were between the ages of 18-25 (n=128), 30.2% were aged 17 and under (n=84), and 23.7% were aged 26 and over (n=66). 73% of the participants were students (n=203) and 27% were employees (n=75). 52.9% of the participants participated in basketball as amateurs (n=147), while 34.5% participated recreationally (n=96), and 12.6% participated

professionally (n=35). 35.3% of the participants had a sports background of between 6-10 years (n=98), 30.2% had between 1-5 years (n=84), 15.1% had between 11-15 years (n= 42), 6.8% had 16 years or more (n=19), while 12.6% (n=35) had no sports history. 38.8% of the participants had a leisure time of between 6-10 hours (n=108), 30.9% had between 11 hours and over (n=86), and 30.2% of them had between 1-5 hours (n=84). 39.6% of the participants mentioned that they participate in active activities such as nature and adventure activities or sports activities (n=110) while 60.4% of them stated that they participate in inactive activities (n=168) such as playing on the phone, visiting the mall, or watching TV in their leisure time.

**Table 3.** Serious Leisure Scale Sub-Dimensional Levels by Gender

Sub-dimensions	Gender	N	Mean	SD	SD	t	p
Seriousness	Female	45	4,33	0,51	276	-1,120	0,264
	Male	233	4,41	0,46			
Personal Benefit	Female	45	4,17	0,44	276	-0,460	0,646
	Male	233	4,20	0,40			
Social Benefit	Female	45	4,43	0,49	276	0,108	0,914
	Male	233	4,42	0,53			

The serious leisure scale sub-dimension scores by gender were examined using the Independent T-Test and no significant difference was found in the seriousness, personal benefit and social benefit sub-dimensions ( $p>0,05$ ).

**Table 4.** Serious Leisure Scale Sub-Dimensional Levels by Age

Sub-dimensions	Age	N	Mean	SD	SD	F	p
Seriousness	17 years and under	84	4,48	0,47	2,275	2,677	0,071
	18-25 years	128	4,39	0,44			
	26 years and over	66	4,31	0,50			
Personal benefit	17 years and under	84	4,11	0,39	2,275	3,636	<b>0,02*</b> <b>3&gt;1</b>
	18-25 years	128	4,21	0,41			
	26 years and over	66	4,28	0,39			
Social benefit	17 years and under	84	4,35	0,63	2,275	1,311	0,271
	18-25 years	128	4,47	0,45			
	26 years and over	66	4,44	0,48			

\* $p<0,05$ , \*\*n: number of participants, SD: Standard deviation, 1: 17 years and under, 2: 18-25 years, 3: 26 years and over

Serious leisure scale sub-dimension scores by age were examined using the One-Way Anova Test and a significant difference was determined in the personal benefit sub-dimension ( $F_{2,275}: 3,636; p<0,05$ ) while no difference was found in the seriousness and social benefit sub-dimensions ( $p>0,05$ ). In the personal benefit sub-dimension, the scores of those aged 26 and over were significantly higher than the scores of those aged 17 and under.

**Table 5.** Serious Leisure Scale Sub-Dimensional Levels by Job Status

Sub-dimensions	Job Status	N	Mean	SD	SD	t	p
Seriousness	Employed	75	4,29	0,50	276	-2,506	<b>0,013*</b>
	Student	203	4,44	0,45			
Personal benefit	Employed	75	4,27	0,40	276	1,874	0,062
	Student	203	4,17	0,40			
Social benefit	Employed	75	4,45	0,48	276	0,534	0,594
	Student	203	4,41	0,53			

\* $p<0,05$ , \*\*n: number of participants, SD: Standard deviation

Serious leisure scale sub-dimension scores by job status were examined using the Independent T Test and a significant difference was determined in the seriousness sub-dimension ( $t_{276}: -2,506; p < 0,05$ ) while no difference was found in the personal benefit and social benefit sub-dimensions ( $p > 0,05$ ). In the seriousness sub-dimension, the scores of the students were found significantly higher than the scores of the employed participants.

**Table 6.** Serious Leisure Scale Sub-Dimensional Levels by Participation Level

Sub-dimensions	Participation Level	N	Mean	SD	SD	F	p
Seriousness	Recreational	96	4,36	0,52	2,275	1,010	0,365
	Amateur	147	4,44	0,41			
	Professional	35	4,36	0,52			
Personal benefit	Recreational	96	4,25	0,42	2,275	5,045	<b>0,007*</b> <b>3&gt;2</b>
	Amateur	147	4,13	0,39			
	Professional	35	4,33	0,34			
Social benefit	Recreational	96	4,42	0,54	2,275	0,071	0,932
	Amateur	147	4,42	0,52			
	Professional	35	4,46	0,45			

\* $p < 0,05$ , \*\***n**: number of participants, **SD**: Standard deviation, **1**: Recreational, **2**: Amateur, **3**: Professional

Serious leisure scale sub-dimension scores by participation level were examined using the One-Way Anova Test and a significant difference was determined in the personal benefit sub-dimension ( $F_{2,275}: 5,045; p < 0,05$ ) while no difference was found in the seriousness and social benefit sub-dimensions ( $p > 0,05$ ). In the personal benefit sub-dimension, the scores of the professionals were significantly higher than the scores of the amateurs.

**Table 7.** Serious Leisure Scale Sub-Dimensional Levels by Sports Span

Sub-dimensions	Sports Span	N	Mean	SD	SD	F	p
Seriousness	Did not play	35	4,47	0,41	4,273	0,661	0,620
	1-5 Years	84	4,40	0,47			
	6-10 Years and over	98	4,35	0,47			
	11-15 Years	42	4,43	0,51			
	16 Years and over	19	4,47	0,38			
Personal benefit	Did not play	35	4,11	0,38	4,273	4,012	<b>0,004*</b> <b>5&gt;1,</b> <b>5&gt;2,</b> <b>4&gt;2</b>
	1-5 Years	84	4,10	0,40			
	6-10 Years	98	4,21	0,39			
	11-15 Years	42	4,31	0,44			
	16 Years and over	19	4,42	0,35			
Social benefit	Did not play	35	4,41	0,50	4,273	0,855	0,491
	1-5 Years	84	4,35	0,59			
	6-10 Years	98	4,44	0,51			
	11-15 Years	42	4,51	0,43			
	16 Years and over	19	4,52	0,44			

\* $p < 0,05$ , \*\***n**: number of participants, **SD**: Standard deviation, **1**: Did not play, **2**: 1-5 Years, **3**: 6-10 Years, **4**: 11-15 Years, **5**: 16 Years and over

Serious leisure scale sub-dimension scores by sports span were examined using the One-Way Anova Test and a significant difference was determined in the personal benefit sub-dimension ( $F_{4,273}: 4,012; p < 0,05$ ) while no difference was found in the seriousness and social benefit sub-dimensions ( $p > 0,05$ ). In the sub-dimension of personal benefit, the scores of those



with 12 years or more sports background were found significantly higher than the scores of those with 1-5 years of sports history and those who had no sports background. On the other hand, the scores of those with 11-15 years of sports history were found significantly higher than the scores of the participants who had a sports background between 1-5 years.

**Table 8.** Serious Leisure Scale Sub-Dimensional Levels by Leisure

Sub-dimensions	Leisure	N	Mean	SD	SD	F	p
Seriousness	1-5 hours	84	4,22	0,47	2,275	12,268	<b>0,000*</b> <b>3&gt;1,</b> <b>2&gt;1</b>
	6-10 hours	108	4,42	0,45			
	11 hours and over	86	4,56	0,41			
Personal benefit	1-5 hours	84	4,14	0,44	2,275	1,367	0,257
	6-10 hours	108	4,22	0,38			
	11 hours and over	86	4,23	0,39			
Social benefit	1-5 hours	84	4,33	0,57	2,275	2,074	0,128
	6-10 hours	108	4,48	0,47			
	11 hours and over	86	4,45	0,51			

\*p<0,05, \*\* number of participants, SD: Standard deviation, 1: 1-5 hours, 2: 6-10 hours, 3: 11 hours and over

Serious leisure scale sub-dimension scores by leisure time were examined using the One-Way Anova Test and a significant difference was determined in the seriousness sub-dimension (F<sub>2,275</sub>: 12,268; p<0,05) while no difference was found in the personal benefit and social benefit sub-dimensions (p>0,05). In the sub-dimension of seriousness, the scores of those with 11 hours or more of leisure time were significantly higher than those with 1-5 hours, and those with 6-10 hours of leisure time were significantly higher than the scores of those with 1-5 hours.

## DISCUSSION AND CONCLUSION

When the literature is examined, it has been seen that individuals participating in different sports branches are examined in terms of serious leisure time (Goklemen, 2019; Karakucuk, 2019; Ozant, 2020.) In the current study, it has been aimed to reveal the serious leisure time perceptions of people who participate in street basketball which increases its popularity day by day in terms of both being a recreational and Olympic sport.

The short version of the scale was applied in this study and it was observed that there were both similarities and differences with the studies carried out using the standard version of the scale form. No significant difference was found between the sub-dimensions of the serious leisure time scale short form in terms of gender. According to the test results of Isik's study (2014), in which the serious leisure time scale generated by Akyildiz (2013) was used, it was observed that there were significant differences between female (N=327) and male (N=479) participants' scores of "feeling of efficacy" (z=-3.397; p<0.05) and "personality" (z=-2.016; p<0.05) sub-dimensions. It was found that female participants' sense of competence subscale scores were significantly higher than male participants' scores, and male participants' personality subscale (4.0176 ± .798) scores were significantly higher than female participants' personality subscale scores. In the study conducted by Akyildiz (2013), it is seen that male and female participants do not differ from each other in terms of being serious or indifferent leisure time participants with regards to the activities they chose. The main reason why no difference was found in this study may also be the fact that the participant number of the female sample group, which can be considered a limitation of the study, was not as high as the male sample group. It is thought that the social structure of the Blacksea region, where the study was conducted, caused this situation. In addition, the absence of any significant difference between

the sub-dimensions indicates that the female participants of street basketball in this region receive as much personal and social benefits as the male participants do. This is important in terms of recognizing the benefits that serious female participants of the region gain from street basketball.

Additionally, some significant differences emerged in the personal benefit sub-dimension of the serious leisure time scale in terms of the age of the participants. Accordingly, the personal benefits of the participants aged 26 and over were found to be significantly higher than the personal benefits of individuals aged 17 and under. It can be inferred that the recreational activities provide much more benefit to relatively aged people than they do to the young. Studies on participation in serious leisure activities and conscious aging support our study as well (Stebbins, 2001; Kelly, 1997). Studies have also shown that more disadvantaged groups gain more benefits than non-disadvantaged groups serious leisure activities (Isik, 2017). In this sense, a serious participation in leisure activities for healthy and conscious aging will pave the way to get benefits significantly (Heo et al., 2013).

A significant number of students participated in our study as many students participate in this event where street basketball is played. The most basic fact that distinguishes students from those who have a profession is that they do not earn money from a particular subject. In the 18 sub-scale form of the seriousness sub-dimension in SLIM, there are sub-dimensions such as career progress and career contingencies. In other words, participants with a high level of seriousness aim to earn a certain amount of money in the future from the activities they participate in. This is the main reason why students score higher than the employed. As a matter of fact, as Isik et al. (2019) stated, the main reason for those who voluntarily participate in the serious leisure perspective is the possibility of obtaining a career related to this job in the future. Stebbins (1992) explains this within the P-A-P (professional-amateur-public) system in his book 'Amateurs, Professionals, and Serious Leisure'. Every leisure participant is primarily public, as they begin to develop, they become amateur first and then professional. At the time he becomes a professional, he is no longer a leisure time participant. Being professional means making money and benefiting from any work in a certain way. The financial return sub-dimension, which is included in the 18 sub-scales, is involved in the personal benefit sub-dimension. The fact that professional players in our study gain significantly more personal benefits than the participants who participate in recreational activities may result from the abovementioned case. Likewise, it is also the main reason why the level of personal benefit significantly increases as the duration of participation in serious leisure activities or the free time one spends on street basketball increases. The more one participates in the serious leisure activities, the more personal benefits can be gained. There are also studies that show that the benefit obtained from doing different activities for long leads to a certain improvement (Misener et al., 2010; Heo& Lee, 2010; Liu, 2014)

As a result, the leisure time perceptions of the people participating in the street basketball activity, a serious endeavour in Turkey in recent years, are affected by some variables (leisure time, sport span, participation level, job status and age). When these variables are examined, it is seen that the variations show similarity with other studies in the literature. In other words, street basketball can contribute to people significantly just like other leisure activities. In areas like Blacksea Region where recreational opportunities are newly developing, street basketball may be regarded as an important leisure time activity for the participants and can lead to significant benefits.

Only street basketball players in a certain region were included in this study. In future studies, serious leisure participation of street basketball players from different regions can be compared. In addition, serious leisure participation of participants in different sports branches can be compared.

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