The Frustration of Novelty and Basic Psychological Needs as Predictors of Maladaptive Outcomes in Physical Education

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4 Abstract

Background: The need for novelty has been recently proposed as a candidate need 5 within basic psychological needs theory (BPNT). In physical education (PE), research 6 has shown that meeting students' need for novelty is often positively associated with 7 enhanced (and negatively associated with impaired) pupils' well-being. Frustrating 8 students' novelty has also been negatively related to achieving multiple positive 9 10 outcomes in PE. However, no research has explored whether frustration of novelty is 11 positively associated with maladaptive consequences for pupils in this educational context, which is a necessary criterion to be included within BPNT. 12

Purpose: In this correlational study, we aimed to determine whether frustration of novelty was associated with up to ten maladaptive outcomes in a similar way as the frustration of the three basic psychological needs (autonomy, competence, and relatedness). The maladaptive outcomes analyzed were amotivation, boredom, negative affect, entity beliefs, fear of failure, worry, concentration disruption, somatic and social physique anxiety, and oppositional defiance.

19 *Research design*: Cross-sectional study.

20 *Methods:* A total of 533 students ($M_{age} = 14.47$, SD = 1.34; 56.66% female) from eight 21 secondary schools completed online questionnaires assessing their basic psychological 22 needs frustration, novelty frustration and diverse maladaptive outcomes in PE. 23 Pearson's correlations and hierarchical regression analyses controlling by sex, age, and 24 race, were calculated to test the associations among these variables.

Findings: The correlation coefficients for novelty frustration were like those found for the three basic psychological needs concerning maladaptive outcomes in PE students. Particularly, hierarchical regression analyses showed that frustrating novelty in PE predicted amotivation ($\beta = .11$, p = .039), boredom ($\beta = .23$, p < .001), entity beliefs (β = .12, p = .039), and concentration disruption ($\beta = .12$, p = .049).

30 *Conclusions:* Results showed that novelty frustration was positively related to 31 experiencing some negative consequences in PE, which is an important criterion within 32 BPNT. Future training programs aimed at promoting optimal (and preventing 33 detrimental) motivational styles in PE teachers could use these results to optimize 34 students' PE experiences.

35 Keywords: Adolescents, self-determination theory, autonomy, competence, relatedness.36

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Introduction

Physical education (PE) teachers play a prominent role when promoting active 39 lifestyles in their students (Martins et al. 2018). The choice of some curricular contents 40 over others, the teaching methodologies and styles employed, as well as the affective 41 42 climate promoted by them during PE lessons are relevant factors that influence students' engagement with learning and attitudes towards physical activity (Cheon and 43 Reeve 2013; Curran and Standage 2017). Teacher interventions can foster/prevent 44 desired or undesired emotional experiences in children and adolescents, both leading to 45 opposite results in terms of PE enjoyment and intentions for out-of-class physical 46 activity (Jiménez-Barbero et al. 2020; Ladwig et al. 2018). Therefore, it seems pertinent 47 to shed light on the psychosocial processes underlying teaching actions, in order to 48 optimize pupils' cognitive, affective, and behavioral outcomes. 49

Embedded in self-determination theory, the basic psychological needs mini-theory 50 51 (BPNT; Ryan and Deci 2017) has been widely applied to understand how psychological and social-environmental factors support individuals' motivation in multiple contexts, 52 including school PE (Vasconcellos et al. 2020; White et al. 2021). According to the 53 BPNT sequence, educational agents (e.g., PE teachers) can support or thwart three basic 54 psychological needs (autonomy, competence, and relatedness) in their interactions with 55 56 students. Autonomy can be defined as the students' need to make decisions within the teaching-learning process and to perceive a sense of willingness in their actions. 57 Competence refers to the students' need to feel effective and successful in the tasks that 58 59 are proposed, whereas relatedness implies the need to interconnect with other classmates and feel valued and accepted by them, in addition to having a warm and 60 close relationship with the teacher. When PE teachers satisfy students' basic 61 62 psychological needs, more adaptive consequences (e.g., autonomous forms of motivation, prosocial behaviors, enjoyment, increased physical activity levels) are 63 expected to be developed in their pupils (Sun, Li, and Shen 2017; Vasconcellos et al. 64 2020). However, when students feel their psychological needs persistently frustrated, 65 maladaptive outcomes like controlled forms of motivation, amotivation, antisocial 66 67 attitudes, poor interest in PE and sedentary behaviors tend to appear (White et al. 2021). The need for novelty, defined as the need to experience something not previously 68 experienced or that differs from everyday routine, has recently been proposed as a new 69 candidate need within BPNT (González-Cutre et al. 2016, 2020). According to Ryan 70 and Deci (2017), a basic psychological need should fulfill six inclusion criteria: (1) The 71 satisfaction of a basic psychological need should be positively related to well-being and 72 negatively related to ill-being. The frustration of a basic psychological need should 73 show the opposite relations; (2) The definition of a basic psychological need must 74

include the specific experiences and behaviors that lead to well-being; (3) A basic 75 76 psychological need should be a mediator between social and personal factors and outcomes; (4) Basic psychological needs should be positively correlated and work in 77 synergy. Therefore, a basic psychological need could not be a deficit need that only 78 works when other needs are frustrated; (5) A basic psychological need should be a 79 predictor of positive outcomes and not a consequence of basic psychological need 80 satisfaction; (6) A basic psychological need operates universally, for all people at all 81 ages in all cultures. 82

Novelty has fulfilled some of these criteria in previous research (see Bagheri and 83 Milyavskaya 2020; González-Cutre et al. 2020) in different contexts (e.g., general life, 84 85 work, English learning, physical exercise) and is receiving attention as an important variable to achieve multiple positive outcomes in PE classes (Aibar et al. 2021; 86 Fernández-Espínola et al. 2020; Fierro-Suero et al., 2020; González-Cutre and Sicilia 87 2019). Among others, the satisfaction of the need for novelty has been positively related 88 to autonomous motivation (Fernández-Espínola et al. 2020), enjoyment (Fierro-Suero et 89 al. 2020), vitality and dispositional flow in PE (González-Cutre et al. 2019), and 90 intentions to be physically active outside school (Aibar et al. 2021). Likewise, satisfying 91 92 students' need for novelty has been negatively related to amotivation (González-Cutre et al. 2016), boredom and anger (Fierro-Suero et al. 2020). These studies provide 93 valuable insight about novelty as a potential need to be considered, together with 94 autonomy, competence, and relatedness, within the 'bright side' of individuals 95 functioning (Ryan and Deci 2017). 96

97 The effects of students' novelty frustration have also been examined in the domain of 98 PE, although to a lesser extent than its satisfaction (Trigueros et al. 2019). Despite little 99 empirical work, novelty frustration has shown to be negatively associated with students'

emotional intelligence (Trigueros et al. 2019) and resilience (Trigueros et al. 2020a), 100 101 and positively associated with students' amotivation (Trigueros et al. 2020b). Precisely, the study conducted by Trigueros et al. (2020b) represents the only example of research 102 linking novelty frustration with a maladaptive outcome, not only in PE but also in any 103 life context. Therefore, the way in which the frustration of novelty is also associated 104 with other negative consequences remains unexplored. In addition, although Trigueros 105 106 et al.'s (2020b) study provides the first attempt to explore these associations, it could be limited by some of the novelty-related items developed in their scale, which could 107 partially overlap with other BPNT constructs such as competence (e.g., item 4; 'I don't 108 109 feel capable of doing new things') or relatedness (e.g., item 8; 'Sometimes I feel 110 rejected when trying to innovate').

Taking these aspects into account, this correlational study aimed to analyze whether 111 112 the frustration of novelty was positively associated with students' maladaptive outcomes in PE settings, in a similar way than the frustration of the three basic 113 psychological needs (autonomy, competence, and relatedness). We selected up to ten 114 maladaptive outcomes which have been extensively studied in the field of BPNT and 115 PE, including amotivation (Abós et al. 2021), boredom (Min and Kawabata, 2021), 116 117 negative affect (White et al. 2021), entity beliefs (Wang and Liu, 2007), fear of failure (Bartholomew et al. 2018), worry (Cox and Ullrich-French, 2010), concentration 118 disruption (Mastagli et al. 2021), somatic (Liukkonen et al. 2010) and social physique 119 120 anxiety (Ullrich-French et al. 2016), and oppositional defiance (Haerens et al. 2015). Thus, the findings derived from this inquiry may be useful from a twofold perspective. 121 First, to progress in the novelty's journey towards BPNT, since we explore the 122 hypothetical positive relationships between the frustration of candidate needs and the 123 'dark side' of people's functioning, an essential part of the inclusion criteria established 124

by Ryan and Deci (2017) to describe BPNT's needs (first inclusion criterion; Ryan and

126 Deci, 2017; Vansteenkiste et al. 2020); and second, to design/implement future teaching

127 interventions aimed at minimizing novelty frustration and maladaptive outcomes in PE128 students.

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Methods

130 Participants and Study Design

Participants were 533 students (231 boys, 302 girls) aged 12 to 18 years (M = 14.47, SD = 1.34) from eight secondary public schools located in the southeast of Spain. Of these, 92 students (17.3%) belonged to first grade, 104 to second grade (19.5%), 168 to third grade (31.5%) and 169 to fourth grade (31.7%). Most of the participants were White (71.7%). All students received two weekly 50-minute PE lessons as part of their compulsory education. They also performed physical exercise or sports outside of school an average of 3.48 days a week (SD = 1.68) for 1.33 hours (SD = .63).

Ethical approval was obtained from the ethical board of the first author's university. 138 Data were collected through a free online survey platform (Google Forms), which 139 included all the questionnaires mentioned in the next section (see Measures). 140 Previously, the research group contacted the PE teachers of each school by phone. The 141 142 objective of these calls was to explain the aims and procedure of the study, and to request authorization to administer the form to their students. PE teachers themselves 143 requested permission from the school boards and relatives for the adolescents' 144 145 participation and informed about the study. After consent, PE teachers from the different schools distributed the access link to the participants, who had to complete the 146 activity as homework. 147

148 Before completion, the students were encouraged to ask their teachers for possible 149 doubts or questions about any aspect of the questionnaires that they did not fully

understand. The online form was headed by a statement informing students that they were going to fill out several anonymous questionnaires about the motivation they had during their PE lessons. It was necessary to respond to all the items to be able to submit the online form. The completion time was around 20 minutes.

154 Measures

Frustration of Basic Psychological Needs. The 12-item Spanish version of the Basic 155 156 Psychological Need Satisfaction and Frustration Scale (BPNSFS; Chen et al. 2015) adapted to PE (Haerens et al. 2015; Zamarripa et al. 2020) was used. BPNSFS assesses 157 frustration of autonomy (e.g., 'I feel pressured to do too many exercises'), competence 158 159 (e.g., 'I have serious doubts about whether I can do the exercises well') and relatedness (e.g., 'I feel excluded from the group I want to belong to'), using 4 items per construct 160 which were answered on a Likert-scale from 1 (not at all true for me) to 5 (very true for 161 162 *me*). Cronbach's alpha values (α) for autonomy, competence and relatedness were 0.84, 0.79 and 0.82, respectively. 163

Frustration of the Need for Novelty. This construct was measured using the 5 items
(e.g., 'what I do is repetitive') of the Novelty Need Satisfaction and Frustration Scale
(NNSFS; González-Cutre et al. 2020; González-Cutre et al. 2016), which were
interspersed with the items of the previously mentioned scale and answered on the same
Likert-scale. Cronbach's α coefficient was 0.83.

Amotivation. The 4 items (e.g., 'I really feel I am wasting my time in physical
education') of the Perceived Locus of Causality Scale (PLOC; Goudas et al. 1994)
validated to the Spanish context (Ferriz et al. 2015) was employed to measure students'
amotivation during PE lessons. The PLOC is rated on a 7-point Likert-scale, from 1
(*totally disagree*) to 7 (*totally agree*). Cronbach's α coefficient was 0.87.

Boredom. This construct was measured using the 3 items (e.g., 'in physical
education classes, I am usually bored') of the Sport Satisfaction Instrument (SSI; Duda
and Nicholls 1992) validated to the Spanish population and adapted to PE (BaenaExtremera et al. 2012). The SSI is rated on a 5-point Likert-scale, from 1 (*totally disagree*) to 5 (*totally agree*). Cronbach's α coefficient was 0.80.

Negative Affect. The Spanish version (Zamarripa et al. 2016) of the questionnaire
developed by Ebbeck and Weiss (1998) was used to assess negative affect during PE
lessons through 4 items. In this instrument, students were asked to rate on a 5-point
Likert scale from 1 (*not at all*) to 5 (*extremely*) how unhappy, nervous, guilty, and angry
they felt in PE. Cronbach's α coefficient was 0.78.

Entity Beliefs. The 6 items (e.g., 'you have a certain level of ability in sport and you
cannot really do much to change that level') of the Conceptions of the Nature of
Athletic Ability Questionnaire-2 (CNAAQ-2; Biddle et al. 2003) adapted to the Spanish
population (González-Cutre et al. 2007) were used to measure students' entity beliefs.
This questionnaire is rated on a 5-point Likert-scale, from 1 (*strongly disagree*) to 5
(*strongly agree*). Cronbach's α coefficient was 0.83.

190 *Fear of Failure.* Students' fear of failure in PE lessons was measured with the short 191 Spanish version (Moreno-Murcia and Conte 2011) of the Performance Failure Appraisal 192 Inventory (PFAI; Conroy et al. 2002). This version consisted of 5 items (e.g., 'when I 193 am failing in physical education, I am afraid that I might not have enough talent') which 194 were answered on a Likert scale from 1 (*do not believe at all*) to 5 (*believe 100% of the* 195 *time*). Cronbach's α coefficient was 0.81.

196 Anxiety. The 15-item Spanish version (Ramis et al. 2010) of the Sport Anxiety 197 Scale-2 (SAS-2; Smith et al. 2006) was adapted to measure students' anxiety in PE 198 lessons. Headed by the statement 'In my physical education classes', this scale

comprises 3 subscales of 5 items each: worry (e.g., 'I worry that I am not doing my 199 200 best'), concentration disruption (e.g., 'I cannot think clearly') and somatic anxiety (e.g., 'I feel tense in my stomach'), which were answered on a Likert-scale from 1 (not at all) 201 to 4 (very much). Furthermore, social physique anxiety was measured with the 6 direct 202 items (e.g., 'I am sometimes annoyed because I think that others are judging my weight 203 or physical fitness negatively') of the Spanish version (Sáenz-Álvarez et al. 2013) of the 204 Social Physique Anxiety Scale (SPAS; Motl and Conroy 2000). The items used a Likert 205 scale from 1 (never) to 5 (always). Cronbach's a coefficients were 0.90 for worry, 0.87 206 for concentration disruption, 0.87 for somatic anxiety and 0.93 for physical social 207 anxiety. 208

Oppositional Defiance. This disruptive behavior was measured with the 4 items
(e.g., 'I had the tendency to do exactly the opposite of what the teacher expected me to
do during my physical education lessons') of the validated Spanish version (Abós et al.,
2016) of the scale adapted to PE by Haerens et al. (2015). This scale is rated on a 5point Likert-scale from 1 (*not at all true for me*) to 5 (*very true for me*). Cronbach's α
coefficient was 0.83.

The mean of the different items that compose each construct was calculated to obtain the scores of all variables in this study. Therefore, scores were lower or higher as they were close to the Likert-scale anchors.

218 Data Analysis

All statistical analyses were performed using SPSS 25.0 (IBM Corp., Armonk, NY, USA) software. To examine associations between frustration of basic psychological needs, frustration of novelty and maladaptive consequences, Pearson's correlations were calculated. A hierarchical regression analysis for each maladaptive consequence as dependent variable was also performed. Frustrations of the three basic psychological

needs were introduced as independent variables in the first model and frustration of novelty was added in the second model. With the inclusion of novelty frustration in the second model, we tried to analyze if this variable explained significantly more variance in the outcomes and if the previous relations found between the frustration of the three basic psychological needs and the maladaptive consequences changed. To control their effect, sex, age, and race were also introduced as independent variables within the model.

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Findings

Descriptive values $(M \pm SD)$ and bivariate correlations among the study variables are 232 233 presented in Table 1. All mean scores of the variables were below the midpoint of their respective scale. Likewise, the correlation analysis showed positive and statistically 234 significant (p < .05) relations among all the variables, except for the association 235 236 between worry and oppositional defiance (r = .06, p = .14). The correlation coefficients for novelty frustration were like those found for the frustration of the three basic 237 psychological needs (autonomy, competence, and relatedness) when related to 238 maladaptive consequences in PE, ranging from moderate to relatively large values. 239

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[INSERT TABLE 1 ABOUT HERE]

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The results of the hierarchical regression analyses are displayed in Table 2. Variance Inflation Factor (VIF) and tolerance ranged from 1.06 to 2.45 and .41 to .95, respectively, indicating the absence of collinearity between independent variables. After controlling by sex, age, and race, novelty frustration was a significant positive predictor of amotivation, boredom, entity beliefs, and concentration disruption. Changes in R² from model 1 to model 2 were small but significant. Moreover, some relations between

frustration of basic psychological needs and maladaptive outcomes were reduced and even stopped being significant after including novelty frustration in the regression model.

As Table 2 shows, competence and relatedness frustration positively predicted the highest number of maladaptive outcomes: negative affect, entity beliefs, fear of failure, worry, concentration disruption, somatic and social physique anxiety. Competence frustration also positively predicted boredom and relatedness frustration positively predicted oppositional defiance. Finally, autonomy frustration positively predicted amotivation, boredom, negative affect, entity beliefs, and oppositional defiance.

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Discussion

[INSERT TABLE 2 ABOUT HERE]

The aim of this study was to examine whether frustration of novelty was associated 262 with students' maladaptive outcomes in PE in a similar way than the frustration of the 263 three basic psychological needs (autonomy, competence, and relatedness). Our results 264 could support this claim, since the correlation coefficients found for novelty frustration 265 were like those found for the frustration of basic psychological needs when relating 266 them to up to ten negative consequences in PE. In addition, hierarchical regression 267 analyses revealed that novelty frustration was a significant positive predictor of 268 269 students' amotivation, boredom, entity beliefs, and concentration disruption during PE lessons beyond the three basic psychological needs. 270

The need for novelty, like other candidate needs (e.g., morality, novelty-variety), must pass an 'entrance exam' to be included within BPNT (Ryan and Deci, 2017; Vansteenkiste et al. 2020). To do this, it is critical to fulfill six inclusion criteria that

define what a basic need is and how it should operate (Ryan and Deci, 2017). The 274 275 present study joins previous research that attempted to address these criteria for the need for novelty (González-Cutre et al. 2016, 2020). According to the first and most 276 important inclusion criterion, the satisfaction of basic psychological needs should be 277 positively related to well-being outcomes and negatively related to ill-being outcomes. 278 The opposite relation is expected for the frustration of basic psychological needs. We 279 present novel preliminary evidence that support the fulfillment of this first criterion, 280 revealing that the frustration of the need for novelty is not only negatively related to 281 psychological integrity and well-being (Birdsell, 2018; González-Cutre et al. 2020; 282 283 Trigueros et al. 2019; Trigueros et al. 2020a), but also positively related to maladaptive outcomes and impoverished functioning (dark side of people's functioning). 284

In the specific context of PE, some important insights could emerge from these 285 286 findings. First, it seems that not introducing novel stimuli into the PE classroom could lead to students' amotivation and boredom. This is consistent with several studies that 287 have explored the factors surrounding pupils' experiences of amotivation and boredom 288 in PE settings (Abós et al. 2021; Min and Kawabata 2021; Shen et al. 2010; Trigueros et 289 al. 2020b). For instance, Min and Kawabata (2021) found that 'monotony', 'being 290 under-challenged' by doing always the same activities or 'over-challenged' 291 (competence frustration) were recurring responses when students were asked why PE 292 was boring for them. Student's novelty frustration could also play an influential role in 293 294 some dimensions of the taxonomy of amotivation proposed by Shen et al. (2010) for PE. Thus, if teachers carry out repetitive and non-stimulating activities/dynamics on an 295 ongoing basis, pupils may experience little desire to expend energy on these tasks 296 ('effort beliefs'), give tasks little value ('values placed on tasks'), and not feel pleasure 297 or interest in doing the proposed behaviors ('characteristics on the tasks'), emerging 298

feelings of amotivation. Future PE studies could explore the associations between novelty frustration and such dimensions. Autonomy frustration was also a significant predictor of both amotivation and boredom for PE students. This study's result is in line with previous research (García-González et al. 2019; Haerens et al. 2015), showing that pupils who feel pressured to participate in PE are likely to consider the activities proposed by teachers as a waste of time and boring.

Students' beliefs about the malleability of their abilities were also related to the 305 frustration of their need for novelty in the present study. Based on our findings, the lack 306 of novel aspects in PE could contribute to reinforce students' perceptions that their 307 308 athletics abilities are stable and not easily modifiable with practice (i.e., underpinning entity beliefs). This is to be expected, because if teachers do not provide new learning 309 situations that allow students to experience progress, pupils may think that their 310 311 aptitudes cannot be improved and are fixed over time. According to previous research (Biddle et al. 2003; Shen et al. 2010), these thoughts would be motivationally 312 maladaptive and closely linked with demotivating outcomes. Autonomy, competence, 313 and relatedness frustration also significantly predicted PE students' entity beliefs, being 314 consistent with other BPNT-based studies (Vermote et al. 2020; Wang and Liu, 2007). 315 316 If students perceive that they are not successful in the PE tasks (competence frustration), they must do these difficult tasks mandatorily (autonomy frustration), and 317 they are rejected by their classmates for their low level of ability (relatedness 318 319 frustration), they may think then that their ability is fixed, which would hinder their engagement in PE. 320

The last maladaptive consequence predicted by novelty frustration in the present study was concentration disruption. Presumably, when PE teachers repeat the same approaches (and ways of experiencing them), it is logical that students may end up

losing attention and interest in what they should do. Although more studies on BPNT 324 325 and in-class concentration are needed (Vasconcellos et al. 2020), some authors such as González-Cutre and Sicilia (2019) have shown the importance of satisfying novelty 326 when predicting optimal psychological states characterized by a total concentration of 327 PE students on activities (e.g., dispositional flow). In fact, students' favorite lessons are 328 often those that include unusual tasks that powerfully grab their attention (White et al. 329 330 2021). Along with novelty, students' frustration of the need for competence and relatedness were also predictors of being distracted in class. It is thus likely that pupils 331 who fail to experience achievable challenges and efficacy when participating in PE, and 332 333 are not physically and/or socially involved in the proposed activities, tend to focus their attention on other purposes than those desired by the teachers. In this regard, Mastagli et 334 al. (2021) found positive associations between concentration (and negative associations 335 336 between distraction) and satisfying students' need for competence. We recommend further research about the cognitive constructs that could surround the frustration of the 337 three basic psychological needs, together with novelty frustration, and their associations 338 with concentration/distraction in the PE context. 339

Whereas some maladaptive outcomes were predicted by students' novelty frustration 340 341 in the context of PE, others were not. It was the case of negative affect, which was predicted by the frustration of the three basic psychological needs. These associations 342 are well documented in the recent systematic review by White et al. (2021), which 343 344 shows that negative affect could be developed if students perform tasks individually in front of peers, do not have confidence or do not know anyone in class, and perform 345 overly competitive activities that create division between students. Teachers' decisions 346 about how groups are formed could also have an impact on the experience of negative 347 affect. Future research should continue exploring the relations between novelty 348

frustration and negative affect in the PE context, considering that novelty-variety
satisfaction was negatively related to negative affect in other life domains (Bagheri and
Milyavskaya 2020).

Fear of failure was predicted by the frustration of competence and relatedness, 352 agreeing with Bartholomew et al. (2018). This could mean that students' perceived lack 353 of competence to complete a specific task or to achieve the required performance would 354 355 increase their fears about failing. At the same time, students' concern about being 'scolded' or 'ridiculed' by the teacher or their peers (i.e., undermining relatedness need) 356 could also increase their fears of failing in PE (Bartholomew et al. 2018). With respect 357 358 to the three of the four consequences that made up the anxiety variable and that remain to be discussed (worry, somatic and social physique anxiety), again only competence 359 and relatedness frustration emerged as significant predictors of all of them. Liukkonen 360 361 et al. (2010) showed similar results, indicating that PE environments in which students failed to demonstrate competence and compared/evaluated themselves to each other 362 (i.e., ego-involving climates), were associated with higher levels of all anxiety 363 dimensions. It seems logical that competence and relatedness frustration have a greater 364 influence than other needs in explaining worry, somatic and physique anxiety, and fear 365 366 of failure. Competence and relatedness frustration stand out among the rest because social comparison based on the ability level is a key aspect to promote students' worry 367 about performance, tension, concern of their physique appearance, and fear of being 368 369 unsuccessful (Mitchell et al. 2015).

Lastly, the defensive and compensatory behaviors of pupils to do the opposite of what PE teachers expect (i.e., oppositional defiance; Haerens et al. 2015) were predicted by autonomy and relatedness' frustration. An imposing climate where students cannot take initiative (autonomy frustration), coupled with an atmosphere of loneliness and alienation (relatedness frustration), may lead pupils to defy teacher's pressuring requests(Haerens et al. 2015).

We have to admit that novelty frustration only predicted four maladaptive outcomes 376 out of ten (with low to moderate regression coefficients), while competence and 377 relatedness frustration predicted eight, and autonomy frustration five. This could be due 378 to the specific characteristics of each maladaptive outcome that may be more related to 379 380 one need or another, such as our discussion of the results shows. However, novelty seems a different construct from autonomy, competence, and relatedness, but that works 381 in a similar way than them, and its inclusion in BPNT could help to better explain 382 383 motivational processes and refine the rationale behind certain associations like those 384 found in the present study.

The research reported here is not without limitations. First, the cross-sectional nature 385 of our study prevents us to establish causal pathways from the frustration of novelty and 386 the three basic psychological needs to the selected maladaptive outcomes. Moreover, 387 the fact that our interest was placed in studying so many PE maladaptive outcomes 388 within the same report impeded us from making more complex analysis (e.g., mediation 389 models). More studies exploring, for instance, differences between boys and girls are 390 391 pertinent. It would also be interesting to inquire how the frustration of the three basic psychological needs and novelty are associated with maladaptive consequences in 392 students with 'vulnerable characteristics' in the PE classroom (e.g., pupils with 393 394 overweight or obesity, LGBTI pupils, etc.). Finally, longitudinal and experimental studies including novelty-support interventions are required. This could help to gain 395 insight into the directionality of the relationships between the variables used in the 396 current research. 397

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Conclusion

The present study makes a valuable contribution to the long but exciting novelty's 400 journey towards BPNT. Particularly, our findings add novel evidence to previous works 401 supporting the fulfillment of the first inclusion criterion established by Ryan and Deci 402 (2017) to consider novelty as a new basic psychological need, since its frustration was 403 positively associated with the 'dark side' of individuals' functioning. This study also 404 suggests interesting implications for the field of BPNT and PE. From a practical 405 perspective, it could be helpful for future training programs aimed at promoting optimal 406 (and preventing detrimental) motivational styles in PE teachers. Training teachers to 407 408 avoid novelty thwarting behaviors (i.e., teaching always the same contents, repeating activities excessively, and using always the same spaces, materials and methodologies) 409 would be relevant for optimizing students' cognitive, affective, and behavioral 410 411 outcomes derived from school PE.

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Variable	Range	М	SD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1. Sex ^a	1–2	-	_	.13**	.01	.05	.17**	.03	.02	.13**	.16**	.21**	.05	.18**	.17**	.18**	.24**	.29**	.01
2. Age	12–18	14.47	1.34		.22**	.13**	.01	.04	.15**	.17**	.19**	.10*	.07	.01	04	.06	01	.02	.19**
3. Race ^b	1–2	_	_			.01	.02	.14**	.04	01	.03	.04	.07	06	08	04	.01	.01	.08
4. Autonomy frustration	1–5	2.30	1.00				.60**	.46**	.73**	.59**	.54**	.46**	.46**	.37**	.19**	.34**	.35**	.36**	.31**
5. Competence frustration	1–5	2.31	0.96					.54**	.58**	.44**	.44**	.53**	.43**	.50**	.40**	.42**	.48**	.50**	.22**
6. Relatedness frustration	1–5	1.86	0.89						.50**	.37**	.32**	.45**	.38**	.44**	.26**	.32**	.36**	.35**	.27**
7. Novelty frustration	1–5	2.38	0.88							.50**	.52**	.42**	.43**	.34**	.18**	.35**	.32**	.32**	.28**
8. Amotivation	1–7	1.98	1.30								.63**	.54**	.47**	.34**	.15**	.41**	.38**	.36**	.43**
9. Boredom	1–5	2.07	1.00									.51**	.39**	.36**	.19**	.49**	.37**	.41**	.37**
10. Negative affect	1–5	1.52	0.72										.47**	.53**	.37**	.55**	.61**	.52**	.39**
11. Entity beliefs	1–5	1.92	0.84											.41**	.28**	.39**	.40**	.40**	.37**
12. Fear of failure	1–5	1.89	0.89												.62**	.48**	.57**	.59**	.21**
13. Worry	1-4	2.25	0.88													.47**	.57**	47**	.06
14. Concentration disruption	1-4	1.69	0.71														.69**	.47**	.37**
15. Somatic anxiety	1-4	1.55	0.70															.59**	.24**
16. Social physique anxiety	1–5	2.24	1.21																.21**
17. Oppositional defiance	1–5	1.35	0.59																

Table 1. Descriptive statistics and Pearson correlations among study variables in the PE context.

Note. M = Mean, SD = Standard deviation. ^a Sex codified as 1 = Boys, 2 = Girls. ^b Race codified as 1 = White, 2 = Others. *p < .05; **p < .01

	Model 2													
Variable	<i>B</i> [95% CI]	SEB	β	t	R^2	ΔR^2	ΔF	<i>B</i> [95% CI]	SEB	β	t	R^2	ΔR^2	ΔF
Amotivation	-1.56 [-2.55,57]	.50		-3.11	.378	.378	53.13***	-1.57 [-2.55,58]	.50		-3.13	.383	.005	4.28*
Sex	.20 [.01, .38]	.09	.08*	2.12				.21 [.03, .39]	.09	.08*	2.28			
Age	.10 [.03, .17]	.04	.10**	2.86				.09 [.02, .16]	.04	.10**	2.61			
Race	13 [34, .07]	.10	05	-1.29				13 [34, .07]	.10	05	-1.31			
Autonomy frustration	.59 [.48, .71]	.06	.46***	10.24				.51 [.38, .65]	.07	.40***	7.39			
Competence frustration	.14 [.01, .27]	.06	.10*	2.17				.11 [01, .24]	.07	.09	1.76			
Relatedness frustration	.15 [.03, .27]	.06	.10*	2.37				.12 [01, .25]	.06	.08	1.93			
Novelty frustration								.17 [.01, .32]	.08	.11*	2.07			
Boredom	92 [-1.71,14]	.40		-2.31	.339	.339	44.85***	94 [-1.71,16]	.39		-2.38	.360	.021	17.49***
Sex	.20 [.05, .34]	.07	.10**	2.65				.22 [.08, .36]	.07	.11**	3.02			
Age	.09 [.04, .15]	.03	.12**	3.22				.08 [.02, .13]	.03	.10**	2.77			
Race	01 [16, .16]	.08	01	05				01 [16, .15]	.08	01	07			
Autonomy frustration	.40 [.31, .49]	.05	.40***	8.71				.27 [.17, .38]	.06	.27***	5.02			
Competence frustration	.17 [.07, .27]	.05	.17***	3.37				.13 [.03, .23]	.05	.13*	2.59			
Relatedness frustration	.04 [06, .14]	.05	.04	.84				.01 [10, .10]	.05	.01	.02			
Novelty frustration								.26 [.14, .38]	.06	.23***	4.18			
Negative affect	25 [80, .31]	.28		87	.363	.363	49.80***	25 [80, .31]	.28		88	.363	.001	.43
Sex	.21 [.10, .31]	.05	.14***	3.94				.21 [.11, .31]	.05	.14***	3.98			
Age	.03 [01, .06]	.02	.05	1.27				.02 [02, .06]	.02	.04	1.18			
Race	01 [13, .10]	.06	01	25				01 [13, .10]	.06	01	25			
Autonomy frustration	.12 [.06, .19]	.03	.17***	3.82				.11 [.03, .19]	.04	.15**	2.80			
Competence frustration	.22 [.15, .29]	.04	.30***	6.12				.22 [.14, .29]	.04	.29***	5.89			
Relatedness frustration	.17 [.10, .24]	.04	.21***	4.80				.16 [.09, .23]	.04	.20***	4.58			
Novelty frustration								.03 [06, .12]	.05	.04	.66			
Entity beliefs	.57 [13, 1.26]	.35		1.61	.265	.265	31.62***	.56 [13, 1.25]	.35		1.60	.271	.006	4.29*
Sex	01 [14, .12]	.07	01	14				.01 [13, .13]	.07	.01	.02			

Table 2. Hierarchical regression analyses in which maladaptive outcomes were regressed on need frustration constructs.

Age	.01 [04, .06]	.03	.01	.32				.01 [05, .05]	.03	.01	.09			
Race	.07 [07, .21]	.07	.04	.99				.07 [07, .21]	.07	.04	.98			
Autonomy frustration	.24 [.16, .32]	.04	.28***	5.78				.18 [.08, .28]	.05	.21***	3.66			
Competence frustration	.16 [.07, .25]	.05	.18***	3.51				.14 [.05, .23]	.05	.16**	3.08			
Relatedness frustration	.14 [.05, .23]	.04	.15**	3.21				.12 [.04, .21]	.04	.13**	2.75			
Novelty frustration								.12 [.01, .23]	.06	.12*	2.07			
Fear of failure	.57 [14, 1.28]	.36		1.57	.316	.316	40.44***	.57 [14, 1.28]	.36		1.58	.316	.000	.11
Sex	.21 [.08, .34]	.07	.12**	3.12				.21 [.07, .34]	.07	.12**	3.08			
Age	. 01 [05, .05]	.03	01	01				. 01 [05, .05]	.03	.01	.02			
Race	20 [34,05]	.07	10**	-2.65				20 [34,05]	.07	10**	-2.65			
Autonomy frustration	.05 [04, .13]	.04	.05	1.13				.06 [04, .16]	.05	.06	1.12			
Competence frustration	.30 [.21, .39]	.05	.32***	6.40				.30 [.21, .39]	.05	.32***	6.35			
Relatedness frustration	.25 [.16, .34]	.05	.25***	5.62				.25 [.16, .34]	.05	.25***	5.57			
Novelty frustration								02 [13, .09]	.06	02	33			
Worry	1.61 [.84, 2.37]	.39		4.13	.191	.191	20.64***	1.61 [.84, 2.37]	.39		4.13	.191	.001	.33
Sex	.20 [.06, .34]	.07	.12**	2.84				.20 [.06, .34]	.07	.11**	2.79			
Age	02 [07, .04]	.03	03	63				02 [07, .04]	.03	02	56			
Race	19 [34,03]	.08	10*	-2.33				19 [34,03]	.08	10*	-2.32			
Autonomy frustration	08 [17, .01]	.05	09	-1.85				07 [17, .04]	.05	07	-1.21			
Competence frustration	.35 [.25, .44]	.05	.38***	6.97				.35 [.25, .45]	.05	.38***	6.95			
Relatedness frustration	.11 [.02, .20]	.05	.11*	2.29				.12 [.02, .21]	.05	.12*	2.36			
Novelty frustration								04 [16, .09]	.06	04	58			
Concentration disruption	.49 [12, 1.09]	.31		1.58	.217	.217	24.22***	.48 [12, 1.09]	.31		1.57	.223	.006	3.89*
Sex	.17 [.06, .28]	.06	.12**	2.95				.18 [.07, .29]	.06	.12**	3.11			
Age	.02 [02, .06]	.02	.03	.83				.01 [03, .06]	.02	.03	.61			
Race	11 [23, .02]	.06	07	-1.70				11 [23, .02]	.06	07	-1.72			
Autonomy frustration	.08 [.01, .15]	.04	.12*	2.31				.04 [05, .12]	.04	.05	.83			
Competence frustration	.20 [.12, .27]	.04	.27***	4.99				.18 [.10, .26]	.04	.25***	4.55			
Relatedness frustration	.10 [.03, .17]	.04	.13**	2.62				.08 [.01, .16]	.04	.11*	2.19			
Novelty frustration								.10 [.01, .19]	.05	.12*	1.97			
Somatic anxiety	.61 [.04, 1.18]	.29		2.11	.282	.282	34.33***	.61 [.04, 1.18]	.29		2.10	.282	.000	.07

Sex	.25 [.14, .35]	.05	.18***	4.64				.25 [.14, .35]	.05	.18***	4.64			
Age	02 [06, .02]	.02	04	-1.13				02 [06, .02]	.02	05	-1.15			
Race	01 [12, .11]	.06	01	11				01 [12, .11]	.06	01	12			
Autonomy frustration	.06 [01, .13]	.03	.09	1.80				.05 [03, .13]	.04	.08	1.34			
Competence frustration	.24 [.17, .31]	.04	.33***	6.43				.24 [.16, .31]	.04	.33***	6.26			
Relatedness frustration	.11 [.04, .18]	.04	.14**	3.08				.11 [.04, .18]	.04	.14**	2.97			
Novelty frustration								.01 [08, .10]	.05	.02	.27			
Social physique anxiety	.19 [77, 1.16]	.49		.39	.314	.314	40.03***	.20 [77, 1.16]	.49		.40	.314	.000	.09
Sex	.56 [.39, .74]	.09	.23***	6.23				.56 [.38, .74]	.09	.23***	6.18			
Age	02 [09, .04]	.03	03	68				02 [09, .05]	.04	03	64			
Race	04 [24, .16]	.10	01	38				04 [24, .16]	.10	01	38			
Autonomy frustration	.11 [.01, .23]	.06	.09*	2.01				.13[01, .26]	.07	.10	1.84			
Competence frustration	.43 [.31, .55]	.06	.34***	6.85				.43 [.31, .56]	.06	.35***	6.78			
Relatedness frustration	.16 [.04, .28]	.06	.12**	2.64				.16 [.04, .29]	.06	.12**	2.64			
Novelty frustration								02 [18, .13]	.08	02	31			
Oppositional defiance	10 [63, .43]	.27		38	.136	.136	13.81***	10 [64, .43]	.27		38	.138	.001	.89
Sex	05 [14, .05]	.05	04	93				04 [14, .06]	.05	04	86			
Age	.07 [.03, .11]	.02	.16***	3.63				.07 [.03, .10]	.02	.15***	3.50			
Race	.03 [08, .14]	.06	.03	.61				.03 [08, .14]	.06	.03	.60			
Autonomy frustration	.12 [.06, .19]	.03	.21***	3.96				.10 [.03, .18]	.04	.18**	2.76			
Competence frustration	.01 [06, .08]	.04	.02	.36				.01 [06, .08]	.04	.01	.18			
Relatedness frustration	.10 [.03, .16]	.03	.14**	2.88				.09 [.02, .16]	.03	.13**	2.64			
Novelty frustration								.04 [04, .13]	.04	.06	.95			

Note. * *p* < .05; ***p* < .01; ****p* < .001