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(57) Abstract :

The invention discloses a virtual reality framework for smart sports training simulations comprising a VR headset (101), motion sensors (102), wearable devices (103), an AI analytics engine (104), an adaptive training module (105), and a feedback interface (106). The system integrates biomechanical and physiological data to provide immersive, adaptive, and real-time training environments. It enhances skill acquisition, decision-making, and injury prevention across multiple sports disciplines.

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