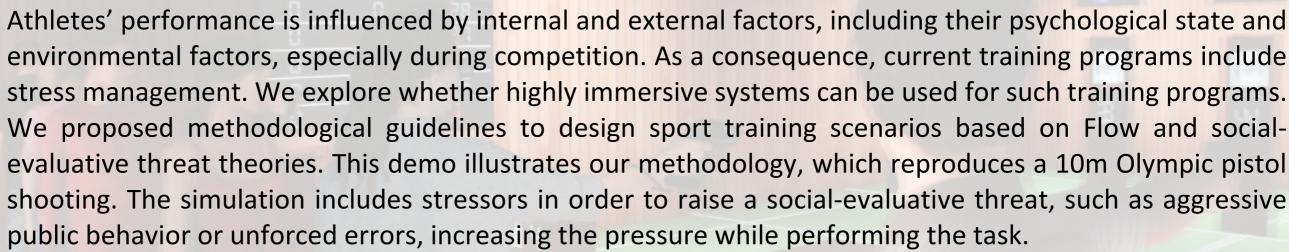
A Methodology for Introducing Competitive **Anxiety and Pressure in VR Sports Training**



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