Sports performance enhancement with VR system

This system provides a virtual experience as if the user were standing in a sports field where it is impractical or not possible to enter on the basis of information obtained with multiple sensors. This highly realistic immersive experience helps players relax and leads to stable performance in actual games.

**Features**

- Creates a highly realistic experience; for example, the user stands in the batter's box and reproduces the actual ball trajectory thrown by a pitcher by using sensing data.
- For more advanced players, users can move around batter's box and can face arbitrary orientation.
- Can provide a repeated experience of the same sequence or provide a more difficult sequence (faster ball, increased sharpness, and so on)

**Application Scenarios**

- For use in match-type sports such as baseball, tennis, table tennis, and penalty kicks in soccer.
- Players can show their best performance because they get used to opposing players through previous immersive experiences in VR environments from their first match.
- Players can share their experience with coaches or other players who do not experience the player’s view.
- The quality of experience available for performance enhancement is also available for entertaining consumers.

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**Contact**

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