

# The Art of Virtual Practice 2 - How to Learn and Master Any Skill at Lighting Speeds

Jack N. Raven

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## The Art of Virtual Practice 2 - How to Learn and Master Any Skill at Lighting Speeds

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The Art of Virtual Practice 2 - How to Learn and Master Any Skill at Lighting Speeds Jack N. Raven Did you know that a recent study on virtual practice comparing people who actually engaged in real life practice VS people who just virtually practiced and visualized are only 1% deficient in results? The people who actually went out and did it are only 1% better from the people who just virtual practiced! Not a lot of difference right? It takes about 10,000 hours to be a MASTER at any craft. By following the techniques on this book? You can cut that that to a fraction of the time! You can get more field time/practice time by doing these special techniques-anytime, anywhere! You can be practicing martial arts, drawing, sky diving, and a thousand other skills you want to master just using your mind and the methods laid out on this book. Much like in the Matrix where they just download martial arts skills, and the helicopter pilot program-they instantly get that skillt! This is as close as it gets! Imagine any skill, you can learn to master it at a fraction of the time! Even practice things you've just dreamed off, but are unable to do in real life. Such as cliff-diving, aerobatics, martial arts sparring on moving trains-literally there are no limits! Kindle Version here: http://www.amazon.com/The-Art-Virtual-Practice-ebook/dp/B00EMXKVAU/ Table of Contents Introduction What Is Virtual Practice? Benefits Of Virtual Practice Disadvantages Of Virtual Practice Classic Visualizing Muscle Memory And Procedural Memory Path To Mastery - The 10,000 Hours Rule Dissect Experiences To Bit Sized Pieces The Resistance Gathering Specimens Power Of Extrapolations Extrapolations Of Extrapolations Virtual Practice For Creative Works Play - Stop - Rewind Mind Set Of A Virtual Practitioner Specific Objectives The Different Perspectives The "What If" Frame Presence And Meta-Cognition Sense Of Presence Meta-Cognition Vp Must Be Visceral, Not Abstractly Mental Viscerality In Specimen Experience Collections Repeated Conditioning And Recall Is The Key To Accuracy Virtual Practice Not Requiring A Lot Of Viscerality Banter Vp Version 2. Methods Of Virtual Practice Computer Simulators Movies And Tvs Fast Time Anchors Sliding Anchors Other Tools We Can Use In Virtual Practice Hypnotic Conditioning Deep Trance Work How To Practice During Sleep Lucid Dreaming Hypnotic Installations And Erasers Use Of Clickers Use Of Necklace Beads Miscellaneous Apps



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