Hypotheses:

1. Users that spend more time pushing into objects had lower performance than participants that changed behaviour in response to the haptic feedback.
2. Participants with higher maximum force input had lower performance.
3. Time by force application reflects fighting behaviour of the user.
4. Average Velocity / Path length = Performance?
   1. More thinking needs to go into this due to compound variables. It may be better to do some kind of complex model where all variables could be kept independent.