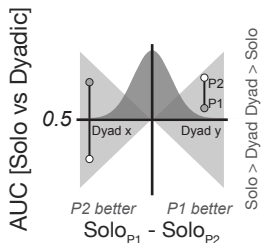
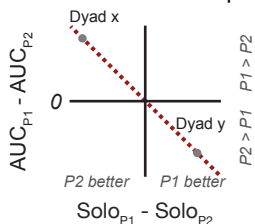


Hypotheses

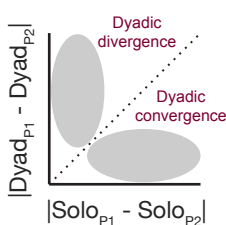
a) Social modulation depends on performance difference



b) Worse solo player benefits relative to better solo player

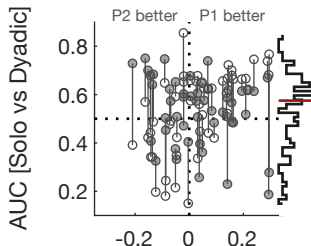


c) Players converge towards each other

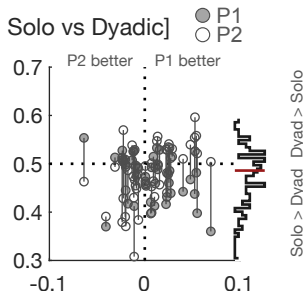


Tilt

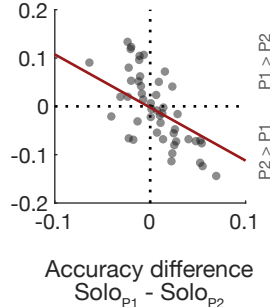
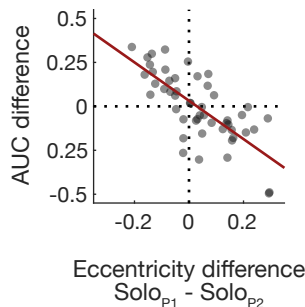
Social modulation [AUC: Solo vs Dyadic]



Accuracy



Signed social modulation difference between players



Absolute joystick response difference between players

