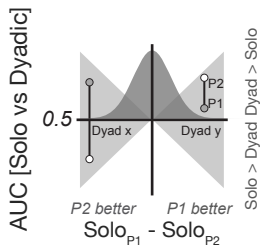


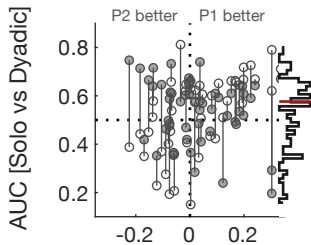
Hypotheses

a) Social modulation depends on performance difference

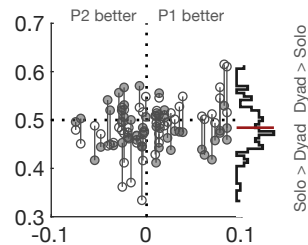


Eccentricity

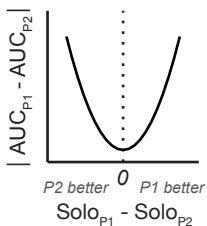
Social modulation [AUC: Solo vs Dyadic]



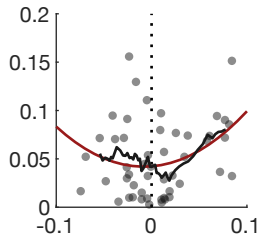
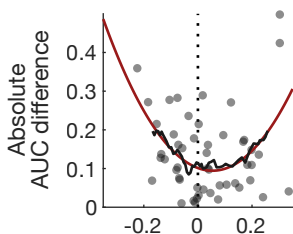
Accuracy



b) Larger social modulation difference with higher solo performance difference

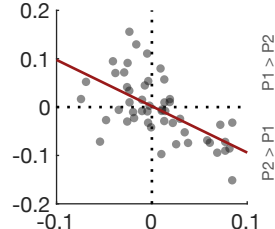
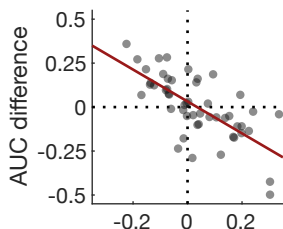
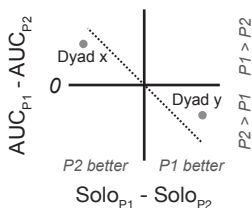


Absolute social modulation difference between players



c) Worse solo player benefits relative to better solo player

Signed social modulation difference between players



Eccentricity difference
Solo_{P1} - Solo_{P2}

Accuracy difference
Solo_{P1} - Solo_{P2}

d) Players converge towards each other

Absolute joystick response difference between players

