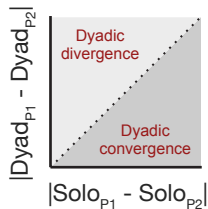


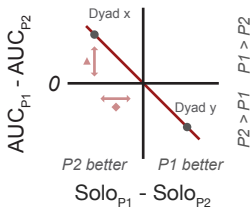
# Hypotheses

a)

Players converge towards each other



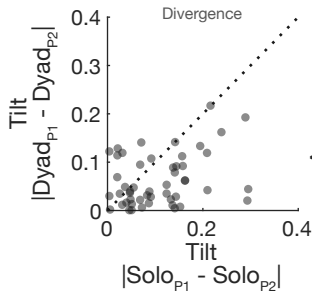
b) ▲ Worse solo player benefits relative to better solo player



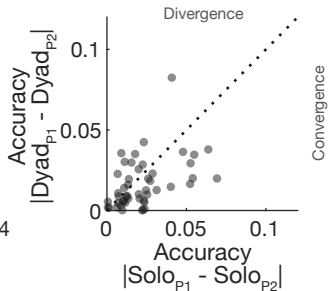
◆ Larger social modulation difference with higher solo performance difference

# Tilt

Absolute joystick response difference between players



# Accuracy



Signed social modulation difference between players

