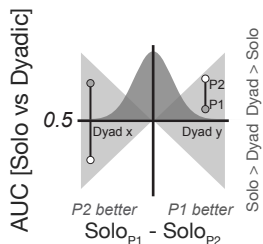


# Hypotheses

# Tilt

# Accuracy

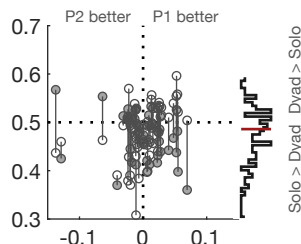
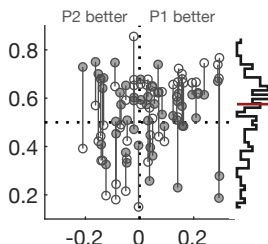
a) Social modulation depends on performance difference



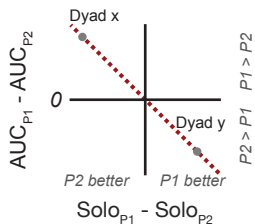
AUC [Solo vs Dyadic]

Social modulation [AUC: Solo vs Dyadic]

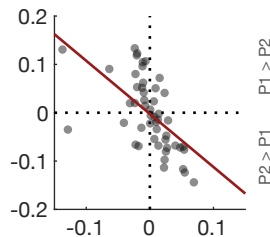
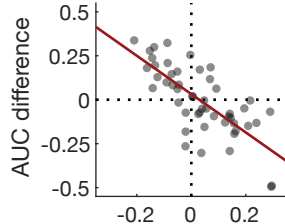
● P1  
○ P2



b) Worse solo player benefits relative to better solo player



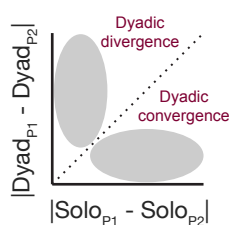
Signed social modulation difference between players



Eccentricity difference  
 $Solo_{P1} - Solo_{P2}$

Accuracy difference  
 $Solo_{P1} - Solo_{P2}$

c) Players converge towards each other



Absolute joystick response difference between players

