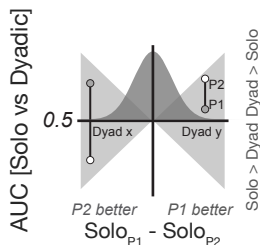


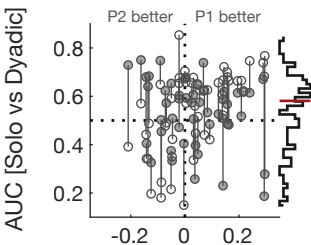
# Hypotheses

- a) Social modulation depends on performance difference



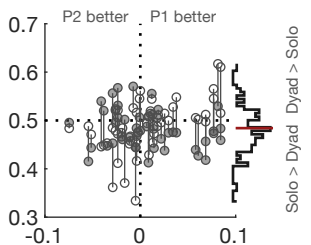
# Eccentricity

Social modulation [AUC: Solo vs Dyadic]

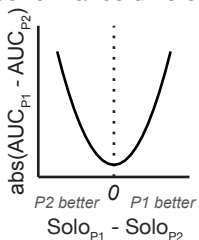


# Accuracy

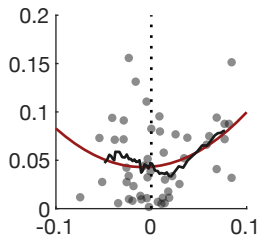
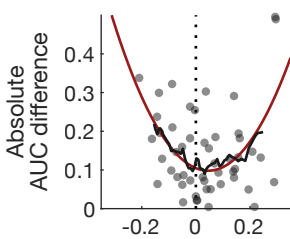
Social modulation [AUC: Solo vs Dyadic]



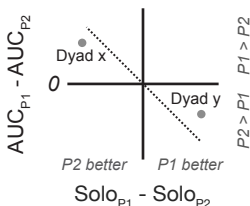
- b) Larger social modulation difference with higher solo performance difference



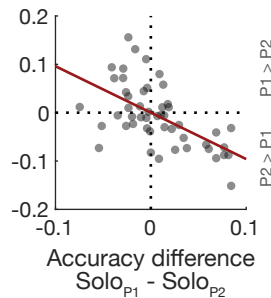
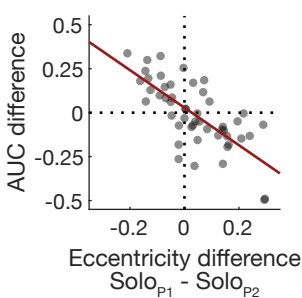
Absolute social modulation difference between players



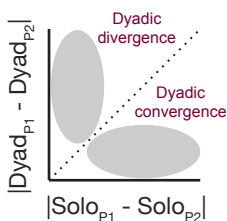
- c) Worse solo player benefits relative to better solo player



Signed social modulation difference between players



- d) Players converge towards each other



Absolute joystick response difference between players

