Hypotheses

Tilt

Accuracy

a)

Players converge towards each other

Dyadic divergence

Dyadic convergence

$|\text{Dyad}_{P1} - \text{Dyad}_{P2}|$

$|\text{Solo}_{P1} - \text{Solo}_{P2}|$
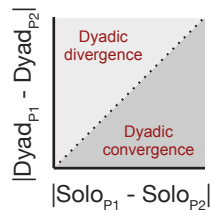
Absolute joystick response difference between players

Divergence

Inter-player distance

Tilt
$|\text{Solo}_{P1} - \text{Solo}_{P2}|$

Divergence

Convergence

Accuracy
$|\text{Solo}_{P1} - \text{Solo}_{P2}|$
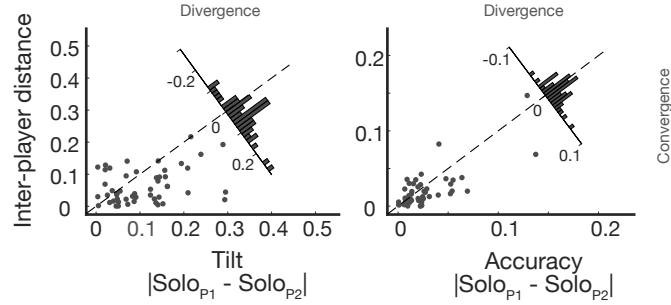
b)

1) Worse solo player benefits relative to better solo player
2) Larger social modulation difference with higher solo performance difference

0

$\text{AUC}_{better} - \text{AUC}_{worse}$

$|\text{Solo}_{better} - \text{Solo}_{worse}|$
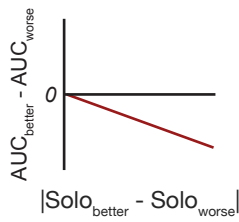
Signed social modulation difference between players

both better
both worse
mixed

Social modulation difference

Tilt difference
$|\text{Solo}_{better} - \text{Solo}_{worse}|$

Accuracy difference
$|\text{Solo}_{better} - \text{Solo}_{worse}|$