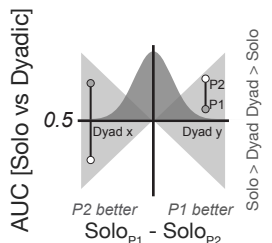
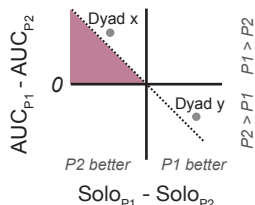


Hypotheses

- a) Social modulation depends on performance difference

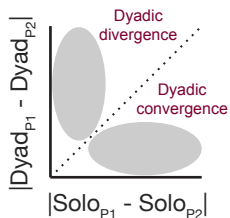


- b) Worse solo player benefits relative to better solo player



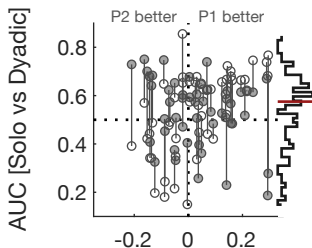
= Solo performance difference ↑
Social modulation difference ↑

- c) Players converge towards each other

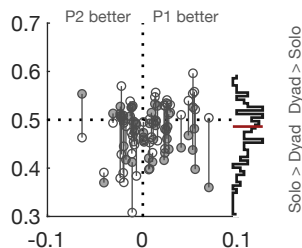


Displacement

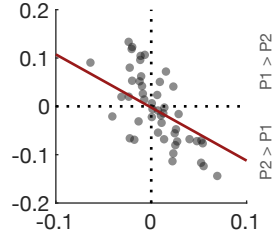
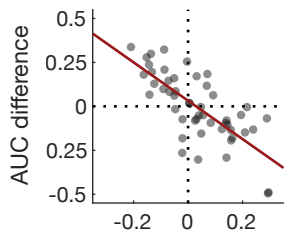
Social modulation [AUC: Solo vs Dyadic]



Accuracy



Signed social modulation difference between players



Eccentricity difference
Solo_{P1} - Solo_{P2}

Accuracy difference
Solo_{P1} - Solo_{P2}

Absolute joystick response difference between players

