a) Social modulation vs. solo difference b) Dyadic performance vs. solo difference Tilt **Accuracy** Tilt **Accuracy** r = -0.25= 0.170.8 0.8_{1} = 0.230.3 0.3 80.0 = qDyadic score Avg. AUC 9.04 0.6 0.25 0.25 0.4 = 0.27= 0.170.2 0.2 p = 0.24p = 0.050.2 0.2 0.1 0.2 0.05 0 0.1 0.2 0 0.05 0.1 0 0.1 Dyadic hit rate o 0.6 0.6 0.5 = 0.13r = -0.29= 0.37 p < 0.05Avg. AUC 0.5 0.5 r = 0.24r = 0.23p = 0.09p = 0.110.4 0.4 0.3 0.3 0.1 0.2 0.05 0.1 0.1 0.2 0.05 0.1 0 0 0 Displacement difference Accuracy difference Displacement difference Accuracy difference |Solo_{p1} - Solo_{p9}| |Solo_{p1} - Solo_{p2}| |Solo_{p1} - Solo_{p2}| |Solo_{P1} - Solo_{P2}| c) Response correlation between dyadic players Tilt **Accuracy** r = 0.11r = 0.19p = 0.44p = 0.18Solo Player2 0.8 0.9 0.6 0.8 0.7 L 0.7 0.4 0.6 0.8 0.8 0.9 0.4 r = 0.54 p < 0.001 ● ● r = 0.48p < 0.001Dyadic Player2 0.8 0.9 0.6 0.8 0.4

0.7

1

0.7

8.0

Player1

0.9

1

0.6

Player1

0.8