Hypotheses Eccentricity Accuracy Social modulation depends on a) performance difference Social modulation [AUC: Solo vs Dyadic] AUC [Solo vs Dyadic] AUC [Solo vs Dyadic] 0.7 Solo > Dyad Dyad > Solo Solo > Dyad Dyad > Solo 0.8 0.6 0.6 0.5 n 4 0.4 0.2 P1 better 0.3 Solo_{p1} - Solo_{p2} -0.2 0.2 -0.1 0.1 Larger social modulation b) Absolute social modulation difference between players difference with higher solo 0.2 performance difference **AUC difference** 0.4 abs(AUC_{P1} - AUC_{P2} 0.15 Absolute 0.3 0.1 0.2 0.05 0.1 0 0 -0.2 0.2 -0.1 0.1 P1 better P2 better Solo_{P1} - Solo_{P2} c) Worse solo player benefits Signed social modulation difference between players relative to better solo player 0.2 0.5 AUC difference 0.25 0.25 0.25 AUC_{P1} - AUC_{P2} P1 > P2 0.1 Dvad : Dyad y -0.1 P2 better P1 better -0.5 -0.2 0.2 -0.2 -0.1 O Solopi - Solopi Eccentricity difference [Solo_{P1} - Solo_{P2}] Accuracy difference [Solo_{D1} - Solo_{D2}] Players converge towards each other Absolute joystick response difference between players Divergence Divergence 0.4 abs(Dyadic_{p.1} - Dyadic_{p2}) Dyadic 0.1 Eccentricity |Dyad_{p1} - Dyad_p 0.3 ا Dyad ا Dyad ا Dyad 0.2 Dyadic convergence 0.1 abs(Solo_{P1} -Solo_{P2}) 0.2 0.4 0.05 0.1 Eccentricity Accuracy |Solo_{p1} - Solo_{p9} |Solo_{p1} - Soló_{p9}|