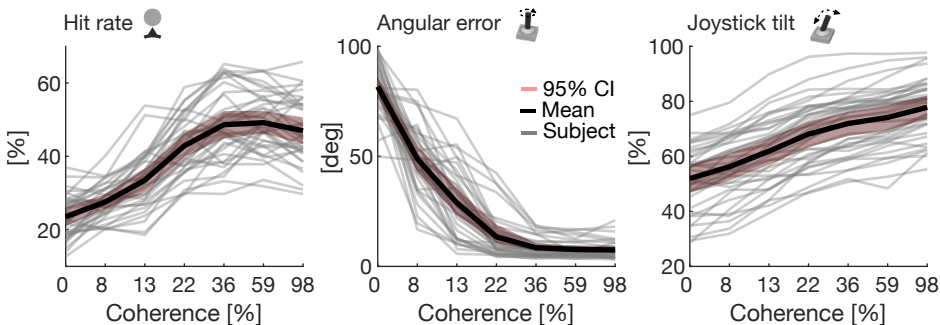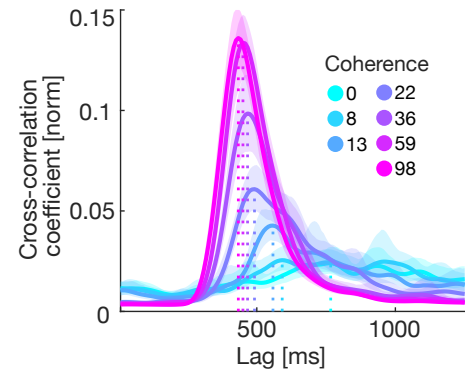a) Average solo behavior

Hit rate — Angular error — Joystick tilt

b) Example subject: response lag

c) Population: response lags and variability