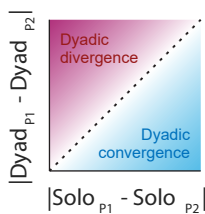


Hypotheses

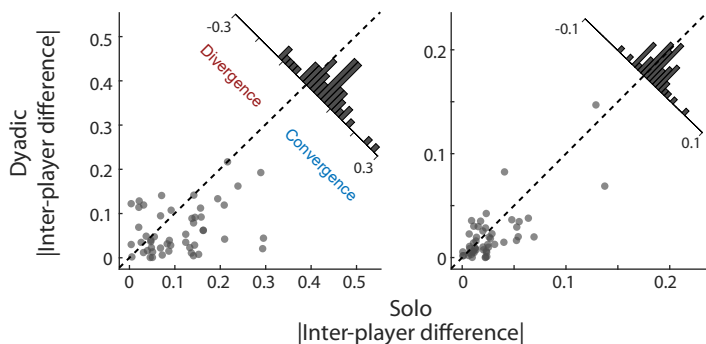
- a) Players converge towards each other



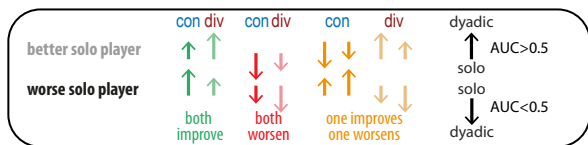
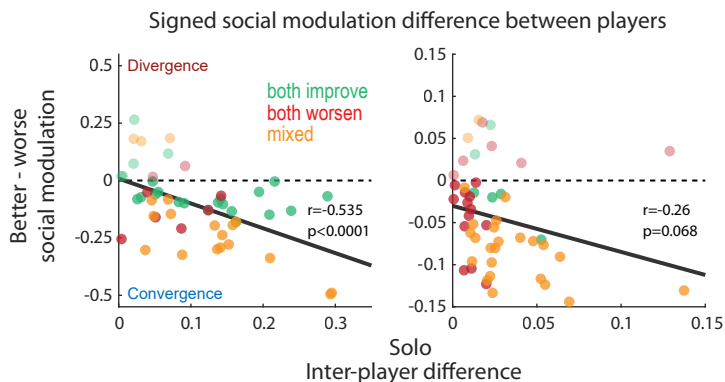
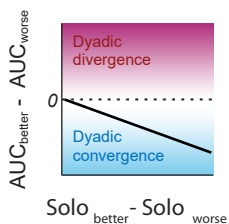
Confidence

Accuracy

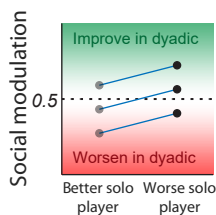
Absolute performance difference between players



- b) Stronger convergence with larger solo difference



- c) More beneficial modulation in worse solo players



Social modulation in each dyad

