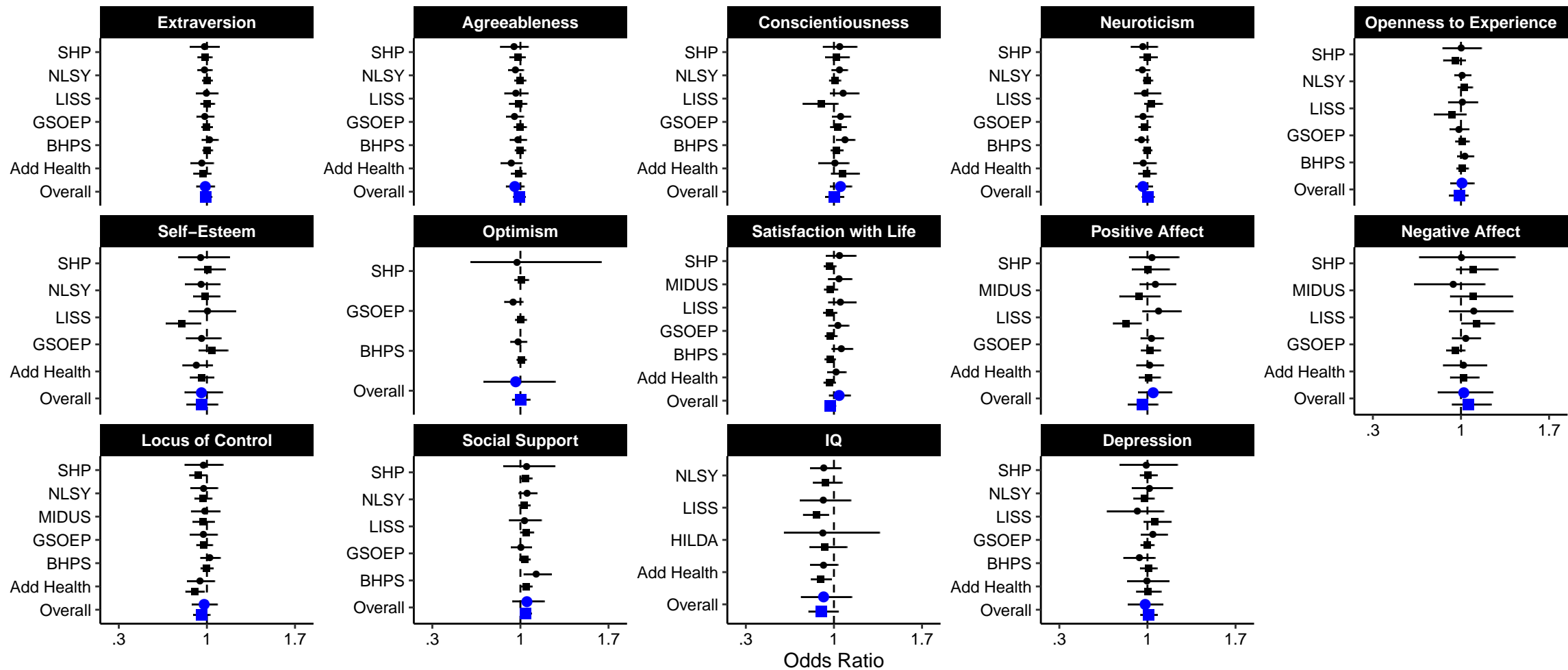


Move in with a partner: Personality x parEdu



type ● fixed ● random names ■ p_value:parEdu1 ● p_value:parEdu2