Hunting experience shapes individual foraging specialisation and predator-prey interactions in an online videogame:  
Appendix 2

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Table S1. Fixed effects table on the mean part of the DHMLM comparing random groups of players with different matches played to the group presented in the main text.

| Trait | Parameter | Value | lower 95% CI | upper 95% CI |
| --- | --- | --- | --- | --- |
| predator speed | prey rank | -0.03 | -0.03 | -0.03 |
| cumulative experience | -0.01 | -0.01 | -0.01 |
| group 1 | 3.23 | 3.12 | 3.36 |
| group 2 | 3.29 | 3.17 | 3.42 |
| group 3 | 3.30 | 3.18 | 3.42 |
| group 4 | 3.30 | 3.18 | 3.42 |
| prey speed | prey rank | -0.10 | -0.11 | -0.10 |
| cumulative experience | -0.01 | -0.01 | -0.00 |
| group 1 | 2.26 | 2.24 | 2.29 |
| group 2 | 2.28 | 2.26 | 2.30 |
| group 3 | 2.27 | 2.24 | 2.29 |
| group 4 | 2.27 | 2.24 | 2.30 |
| hunting success | game duration | 0.56 | 0.54 | 0.58 |
| cumulative experience | 0.11 | 0.09 | 0.12 |
| group 1 | 0.01 | -0.08 | 0.09 |
| group 2 | 0.05 | -0.05 | 0.16 |
| group 3 | 0.09 | -0.00 | 0.18 |
| group 4 | -0.03 | -0.17 | 0.12 |
| a Group 1: <50 matches, Group 2: between 50 and 99 matches, Group 3: between 100 and 299 matches, Group 4: > 299 (i.e. group in the main text) | | | | |

Table S2. Fixed effects table on the dispersion part of the DHMLM comparing random groups of players with different matches played to the group presented in the main text.

| Trait | Parameter | Value | lower 95% CI | upper 95% CI |
| --- | --- | --- | --- | --- |
| predator speed | prey rank | 0.01 | -0.00 | 0.02 |
| cumulative experience | -0.00 | -0.01 | 0.00 |
| group 1 | -1.23 | -1.27 | -1.20 |
| group 2 | -1.35 | -1.40 | -1.30 |
| group 3 | -1.39 | -1.43 | -1.34 |
| group 4 | -1.33 | -1.40 | -1.27 |
| prey speed | prey rank | 0.05 | 0.04 | 0.05 |
| cumulative experience | -0.00 | -0.01 | 0.00 |
| group 1 | -1.19 | -1.20 | -1.17 |
| group 2 | -1.20 | -1.22 | -1.18 |
| group 3 | -1.19 | -1.21 | -1.18 |
| group 4 | -1.17 | -1.20 | -1.15 |
| a Group 1: <50 matches, Group 2: between 50 and 99 matches, Group 3: between 100 and 299 matches, Group 4: > 299 (i.e. group in the main text) | | | | |