Prey movement shapes the development of predator expertise in a virtual bi-trophic system:  
Appendix

Table S1. Fixed effects table comparing the success of random groups of players with different amounts of matches played to the group presented in the main text.

| Parameter | Estimate | lower 89% CI | upper 89% CI |
| --- | --- | --- | --- |
| game duration | 0.56 | 0.55 | 0.58 |
| cumulative experience | 0.11 | 0.09 | 0.12 |
| group 1 | 0.01 | -0.06 | 0.08 |
| group 2 | 0.05 | -0.03 | 0.14 |
| group 3 | 0.09 | 0.01 | 0.16 |
| group 4 | -0.03 | -0.15 | 0.09 |
| 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) | | | |

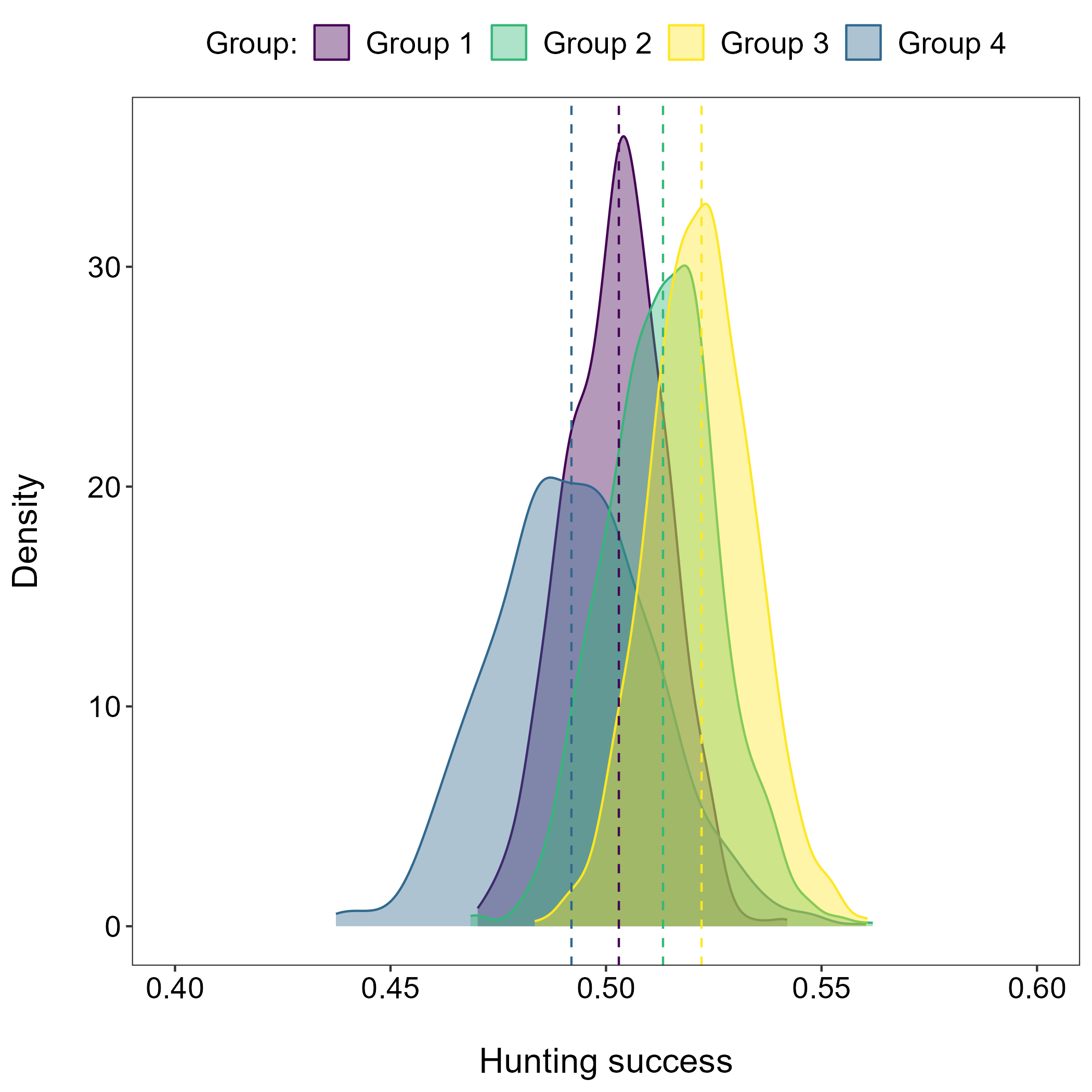


Figure S1. Posterior distributions of the median hunting success per group of players. The values were back transformed to probability scale and can be interpreted as the probability of capturing the four prey. Group 1: <50 matches, Group 2: between 50 and 99 matches, Group 3: between 100 and 299 matches, Group 4: > 299 (i.e. group in the main text).