All additional measures

# Affect

We have the same issue again that the third block is always control, so we cannot know if the response is different because it is the last block (and for example participants are tired) or because it is control – hence, no effect on affect.

Chart, box and whisker chart

Description automatically generated

Ignoring the order of the blocks we do an anova and get:

Chart, box and whisker chart

Description automatically generated

And this is significant.

---- response~type df(2 ,93) F=5.991 p=0.00357 \*\*

(Choice is different from the rest - higher).

For Affiliation I recoded hostility, distrust and avoidance as 100 minus the response.

So if distrust is scored at 10, it becomes 90. (so adding to the positivity of the responses), as lower hostility means more positive attitude :D

(Same thing with block order – I just ignore, first second or third, as control is always third)

Chart, box and whisker chart

Description automatically generated

This is significant

Resp ~ type df(1.76, 79.02) F = 8.775 p = 0.000633

Motor different from the other two (lower)

# Closeness

On a scale of 1 to 7

Diagram

Description automatically generated

Significant Anova,

F(2,90) = 21.2, p < 0.001

Pairwise: all significant, choice more than control, control more than motor, choice more than motor

# Maze Game

It is more likely to choose a confederate for the maze game that was choice-mimicking compared to motor-mimicking.

Chart, box and whisker chart

Description automatically generated

Text

Description automatically generated

HINT

Less likely to choose the hint of motor mimickers, compared to choice mimickers.

Text, letter

Description automatically generated

Diagram

Description automatically generated