

# Learning to communicate a shared wavelength

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## Abstract

Some social interactions connect us deeply, while others just don't "click." Yet it has proven difficult to pinpoint what aspects of a social interaction account for this variation. To test the hypothesis that connection arises from effectively coordinating on a shared perspective, we introduce a novel experimental paradigm based on the game Wavelength, wherein players provide each other clues to help locate a target on a spectrum between opposing concepts (e.g., Bad/Good; Painful/Pleasant). Each trial involved three clues, with Guessers selecting a position after each one and Clue Givers independently predicting their choices. Players rated their sense of connection and their likelihood of generating the same clue. Results show that Guessers feel more connected to players who accurately predict their clue rating and whose clues are in line with what they would have generated, highlighting the role of shared reasoning and predictive accuracy in fostering social bonds.