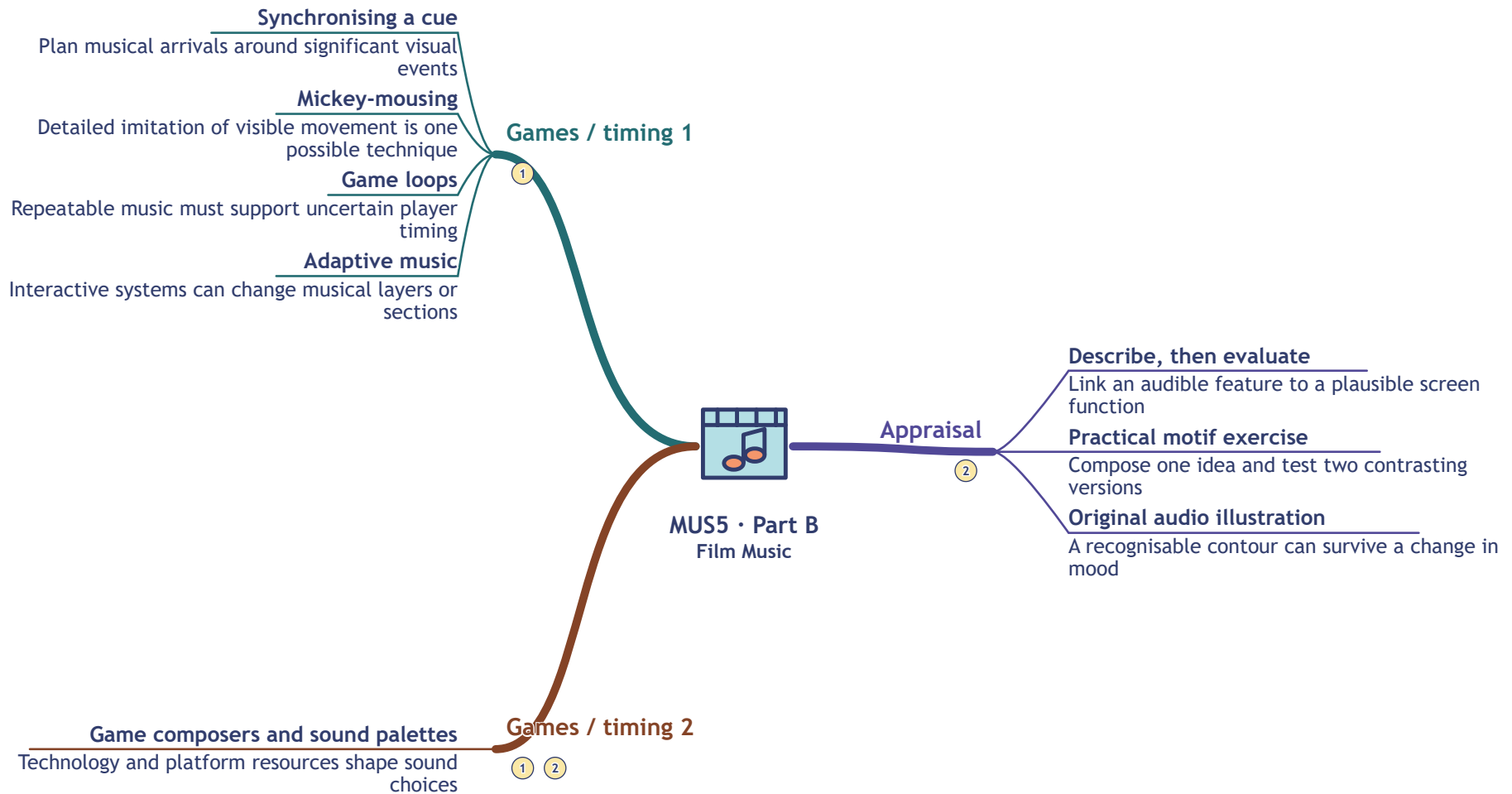




1. Games / timing 1 → Games / timing 2: Interactive timing connects loops, state changes and musical transitions.
2. Games / timing 2 → Appraisal: Screen-music claims require evidence and practical tests of purpose.