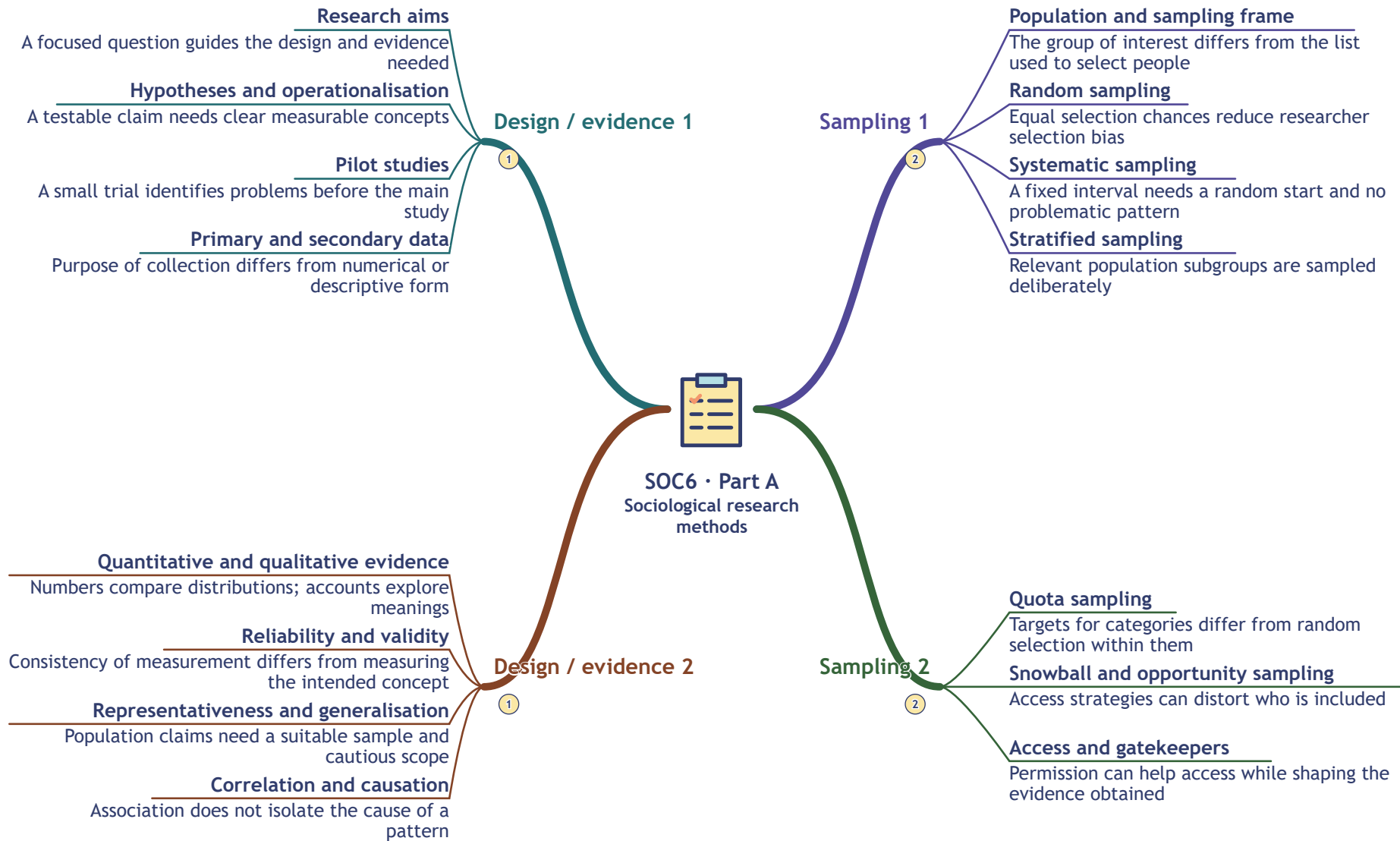




1. Design / evidence 1 → Design / evidence 2: A good question needs valid evidence, not merely consistent measurement.
2. Sampling 1 → Sampling 2: Sampling and gatekeeper access determine whose experiences can inform a conclusion.