

IMITATION GAMES

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After Darwin, imitation, combined with a little imperfection and discrimination, is understood to be behind much of the design that populates our planet. That our species excels so at imitative processes - "imitans" has been intimated as a more apt moniker than "sapiens" - perhaps explains the astonishing extent of our environmental redesignings. Building upon this, I asked how rock climbing environments might be designed to encourage kinaesthetic learning through imitation. This produced an octagonal roundel, alas too big for this room, with mirrored, parallel and projected climbing routes, which in use suggested that imitative climbing can effectively challenge climbers' engrained habits of movement.

