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Introduzione all'imitazione

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Imitation is a central notion in Turing's works devoted to machinery and intelligence. The imitation game is the way in which Turing introduces his remarks on the possibility of a thinking machine. In this paper I try to suggest some connections between the concept of imitation, as meant by Turing, and the notions of simulation/emulation, in order to define the nature and the scope of the current philosophical, epistemological and cognitive debate on machine and artificial intelligence.