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**Information Technologies and Social Media: New Scientific Methods for the Anthropocene**  
*Gaetano Sabato, Joan Rosselló (Eds.)*

## **The making of space, music, and soundscapes through digital art tools**

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### **Abstract**

Starting from a grounded case, the purpose of this chapter is to examine how research on/with artists who frequently use the internet and ICT might shed new light on traditional geographical concerns such as space/time and place/identity. Internet and ICT enable the formation of groups of people influenced by new characteristics, creating a highly intriguing geographical discourse. Contemporary artists tend to use digital tools in combination with traditional ones. They also make extensive use of social media to communicate, share experiences, and promote their art. Digital technology provides inescapable support to any artistic creativity and determines different forms of aggregation. The knowledge generated by musical sounds is more abstract, intuitive, and unconscious than the disembodied knowledge produced by words and images. The Internet would produce a new *digital generation*, more complete and aware than predecessors, happy to unite in collaborative networks of independent peers. Individual consciousness would transcend the human body's limits and would finally be free to explore spaces of creative and spiritual sharing. The chapter reports the research experience on the 2019 paint exhibition *Raging Babies*, dubbed by two digital musicians. The outcomes of in-depth discussions (as *focused conversations*) with three artists regarding the formation of collaborative networks utilizing ICT and the Internet are reported. The effects on geographical research performed by the author are also explained and commented.

**Keywords:** real and virtual places, art performance, painting, music, soundscapes.

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