

RESUMEN (INGLÉS)

This research forms an analysis of the most significant artistic practices of electronic art in order to find possible convergences between them in the context of digital technologies.

Proposed as main objective to provide a framework of reflection to analyze the nature of artistic practices in order to find their possible formal, technological, aesthetic and functional links.

The work is divided into two parts. The first provides a theoretical framework on the multidisciplinary nature of Media Art through a classification in sixteen areas of research related to electronic art analyzed in detail.

The second part of the study is eminently practical, and is based on a work area that resulted in the construction of a taxonomic map which presents the interrelationships between artistic practices in order to detect convergent or divergent fields that allow the definition of a more comprehensive way (that performed so far), the extent of these practices and their respective artists.

In general, this research attempts to demonstrate the convergence and divergence between different art practices that make electronic art, taking into account the different categorizations of museums and Media Art centres, electronic art festivals and institutions related to the topic of the thesis, in order to establish statistics (fields of action, use of media, etc..) that allow a deeper analysis of them.