



# Exploring Spotify Songs: Popularity and Danceability

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Spotify Song



# Why a song takes off?

"100,000+" (Daily Uploads)

Songs that can get more Attention  
Will stands out

But how?

Danceability? Valence? Speechiness?  
Our Guess: Danceability !

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## Music Streaming Hits Major Milestone as 100,000 Songs are Uploaded Daily to Spotify and Other DSPs

The number cited by Universal and Warner chiefs represents a huge leap, since the figure for songs being added on a daily basis was reported to be 70,000 just 18 months ago.

By Chris Willman -

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## Then How to answer this?

- **Testable hypothesis:**

Songs with higher danceability will have higher popularity

- **Two metrics from Spotify:**

Danceability - Independent Variable

Popularity - Dependent Variable



# Ideal Experiment: Randomized Playlist Exposure



- **Random Assignment:** Users are randomly assigned to playlists made of high/low and mixed danceability.
- **Standardize exposure:** Artist popularity, release date, exposure, algorithmic visibility
- **Control for confounder:** Hold key factors (energy, valence, tempo, artist popularity) constant so only danceability varies.



# Limitations



## **Observational data limits causal inference:**

Because songs aren't randomly assigned and Spotify's algorithm shapes exposure, our regression shows correlations, not causal effects.



## **Danceability's Causal Effect Is Unknown:**

Missing factors like marketing and playlist placement mean the coefficient can't reflect danceability's true causal impact.



## **The results have limited generalizability:**

Spotify's opaque scoring and recommendation systems mean our patterns may not generalize across genres, users, or contexts.



# Data Description & Structure

## Dataset

- **Source:** Spotify Features.csv (Website: Kaggle, Author: Somu Mourya, 2023)
- **Observation unit:** Each row = one Spotify track
- **Size:** 232,726 songs, across multiple genres and artists
- **Goal:** Investigate how a song's danceability relates to its popularity on Spotify

## Aggregation Level

- No aggregation by artist or album
- Each observation represents one unique song (track-level)



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Type	Variable	Description
Main IV (X)	Danceability	Describes how suitable a track is for dancing (0.0 = least, 1.0 = most danceable), reflecting rhythm stability, beat strength, and overall regularity.
Main DV (Y)	Popularity	Indicates a song's popularity (0–100), with higher values representing more frequently played tracks.
Controls	Energy, Valence, Loudness, Tempo, Acousticness, Instrumentalness, Genre	Capture other aspects of sound and style that may also affect popularity.



Variable	Mean	Median	SD	Min	Max
Popularity	41.13	43	18.19	0	100
Danceability	0.55	0.57	0.19	0.06	0.99

- The average popularity score is around 41, showing most songs fall in the midrange of Spotify popularity
  - On average, songs have a moderate danceability
  - The relatively high standard deviation of popularity (18.2) indicates strong variation across tracks



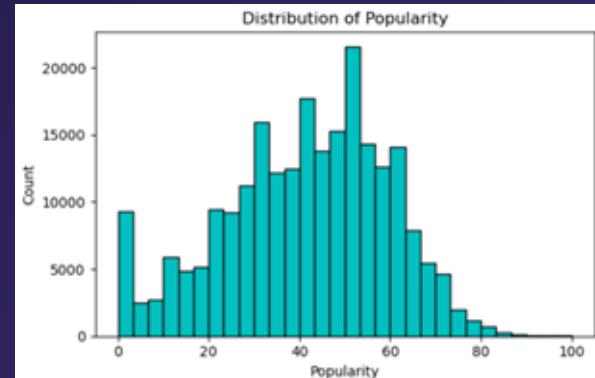
# Spotify Song





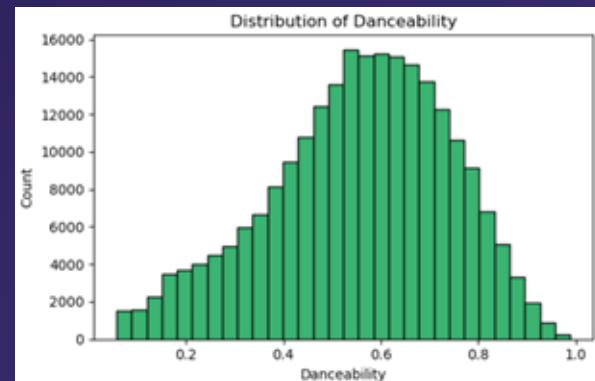
## Popularity

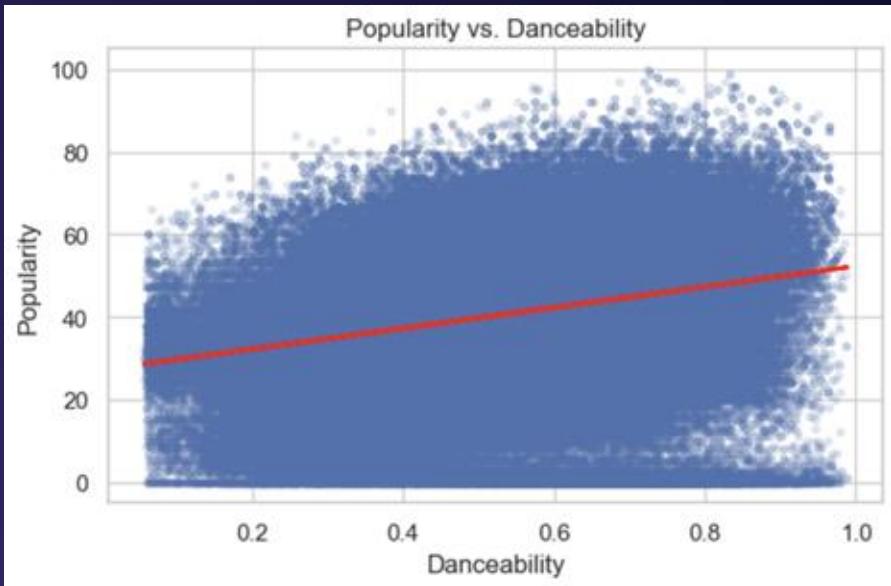
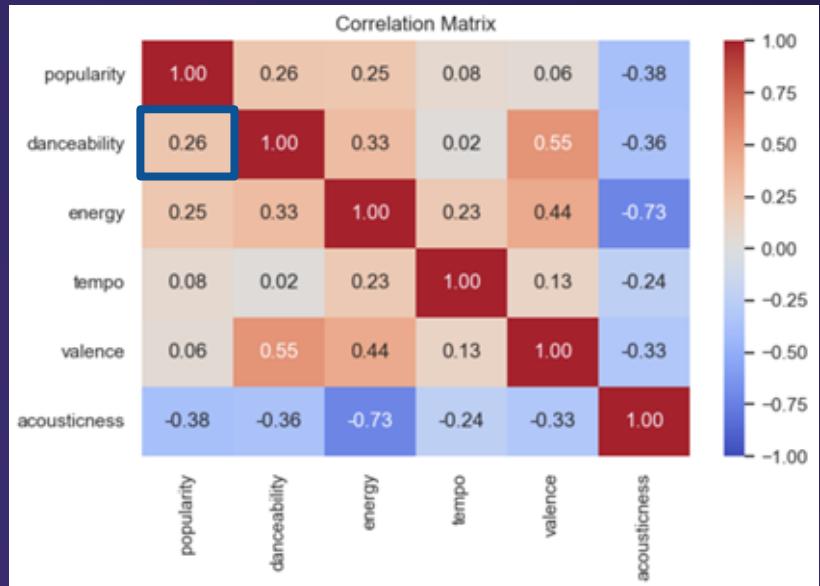
Right-skewed — many songs have mid-level popularity (30-60), while only a small number reach very high scores



## Danceability

Roughly bell-shaped and centered around 0.5 – 0.6. Suggests Spotify's catalog contains mostly moderately danceable songs rather than extremes





- Modest positive relationship ( $r = 0.26$ )
- Popularity is influenced by multiple song features including energy and valence

- Upward-sloping trend line
- Wide vertical spread shows many other factors also influence popularity

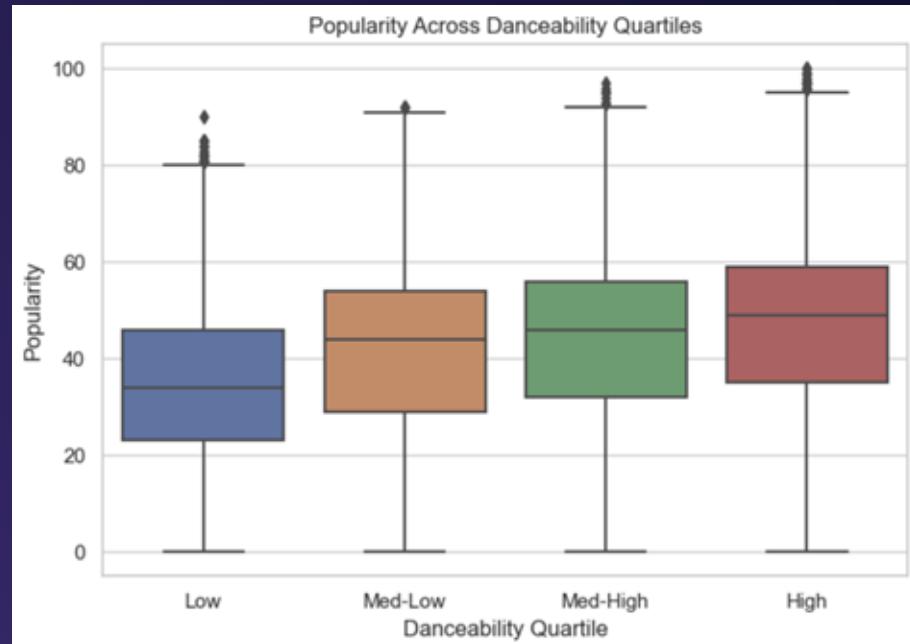


Spotify Song



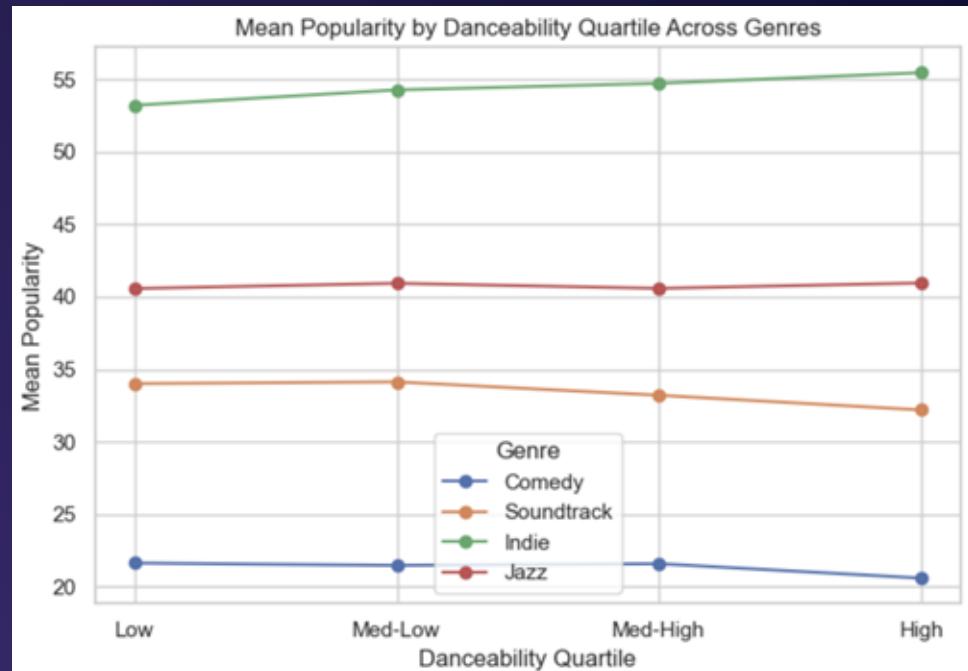
## Popularity Across Danceability Quartiles

- Median popularity rises consistently from low to high danceability groups
- Large variation within each quartile indicates that danceability alone does not fully determine popularity



## Genre Differences

- Patterns differ by genre — Indie and Jazz show a positive trend, while Soundtrack and Comedy show negative patterns.
- Different genres different in energy, valence, and tempo
- Danceability does not influence all genres same



# Multivariable Regression Model

	coef	std err	t	P> t	[0.025	0.975]
const	61.5806	0.321	191.674	0.000	60.951	62.210
danceability	15.8952	0.233	68.214	0.000	15.439	16.352
energy	-15.6161	0.249	-62.654	0.000	-16.105	-15.128
valence	-11.3418	0.164	-69.031	0.000	-11.664	-11.020
tempo	0.0013	0.001	1.111	0.267	-0.001	0.003
acousticness	-16.1897	0.144	-112.507	0.000	-16.472	-15.908
loudness	0.9791	0.010	93.869	0.000	0.959	1.000
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Omnibus:	3210.158	Durbin-Watson:		0.443		
Prob(Omnibus):	0.000	Jarque-Bera (JB):		3300.652		
Skew:	-0.284	Prob(JB):		0.00		
Kurtosis:	2.864	Cond. No.		1.49e+03		
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## Notes:

- [1] Standard Errors assume that the covariance matrix of the errors is correctly specified.
- [2] The condition number is large, 1.49e+03. This might indicate that there are strong multicollinearity or other numerical problems.

OLS Regression Results		
Dep. Variable:	popularity	R-squared: 0.213
Model:	OLS	Adj. R-squared: 0.213
Method:	Least Squares	F-statistic: 1.052e+04
Date:	Tue, 02 Dec 2025	Prob (F-statistic): 0.00
Time:	14:24:51	Log-Likelihood: -9.7740e+05
No. Observations:	232725	AIC: 1.955e+06
Df Residuals:	232718	BIC: 1.955e+06
Df Model:	6	
Covariance Type:	nonrobust	



Spotify Song

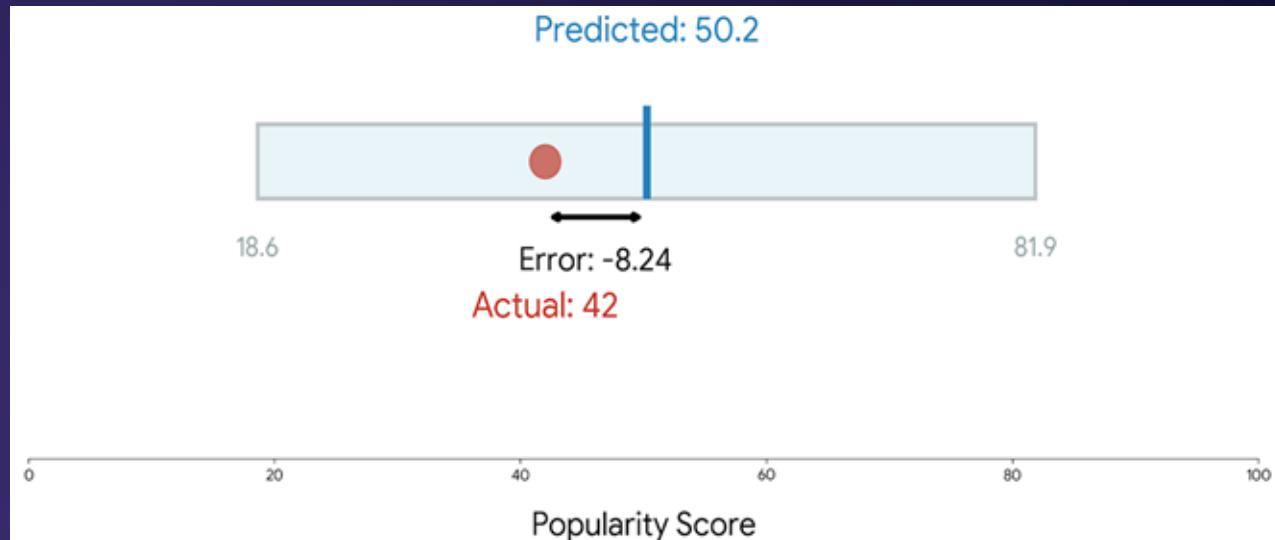


# Prediction Interval Analysis: Row 12345

## Track: "Submerge" by Movements

## **Key Features:**

- Danceability: 0.342
  - Energy: 0.45
  - Valence: 0.115
  - Acousticness: 0.0095
  - Loudness: -8.665 dB
  - Musical Structure
  - Tempo: 152.308 BPM
  - Key: C#
  - Mode: Major
  - Time Signature: 3/4



# Spotify Song



## Conclusion

- Higher danceability, higher popularity.
- Danceability alone does not explain popularity.
- Popularity is multi-factor: energy, tempo, valence, and genre also influence outcomes.
- Danceability boosts a song's chances but does not guarantee a hit. A song still needs the right emotional and musical context to truly break through.

