



Problem Definition



Ideal Experiment



Data Description



Descriptive Statistics



# Exploring Spotify Songs: Popularity and Danceability

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Spotify Song





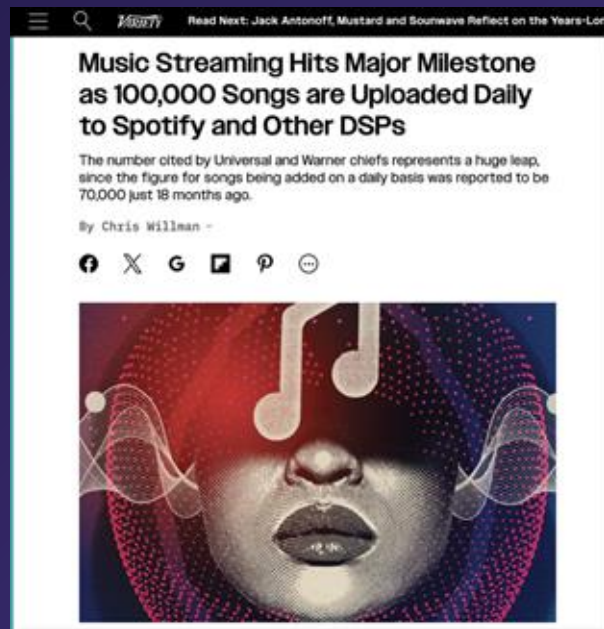
# Why a song takes off?

"100,000+" (Daily Uploads)

Songs that can get more Attention  
Will stand out

## But how?

Danceability? Valence? Speechiness?  
Our Guess: **Danceability** !





## 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)





Problem Definition



Ideal Experiment



**Descriptive Statistics**



Regression Model/Results



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.



Spotify Song





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

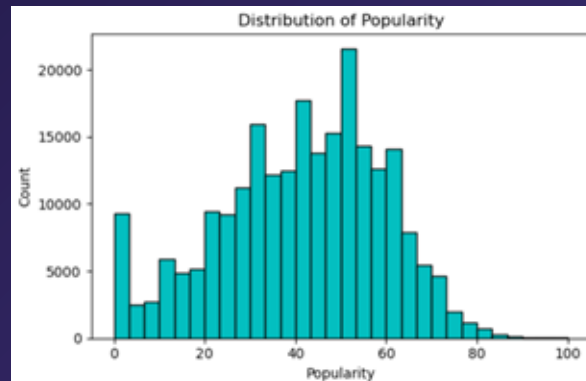
- The average popularity score is around 41, showing most songs fall in the midrange of Spotify popularity
- On average, songs have a moderate danceability
- The relatively high standard deviation of popularity (18.2) indicates strong variation across tracks





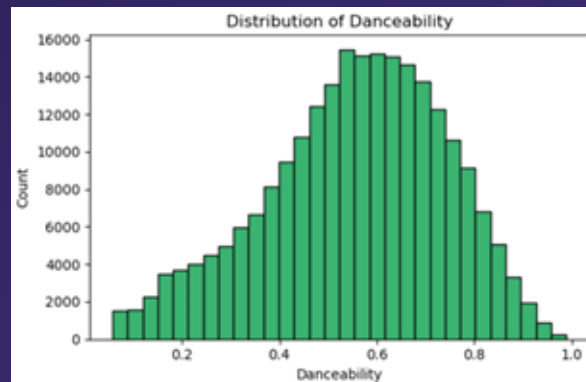
## Popularity

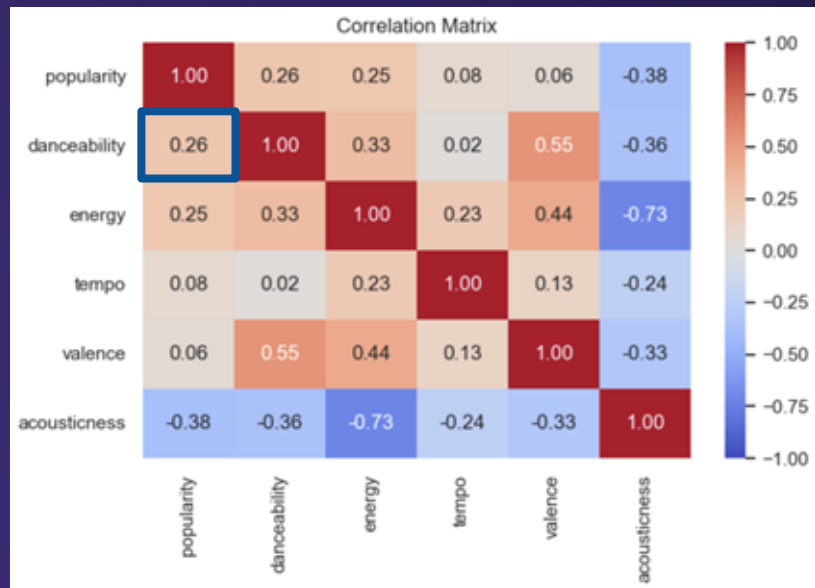
Right-skewed — many songs have mid-level popularity (30–60), while only a small number reach very high scores



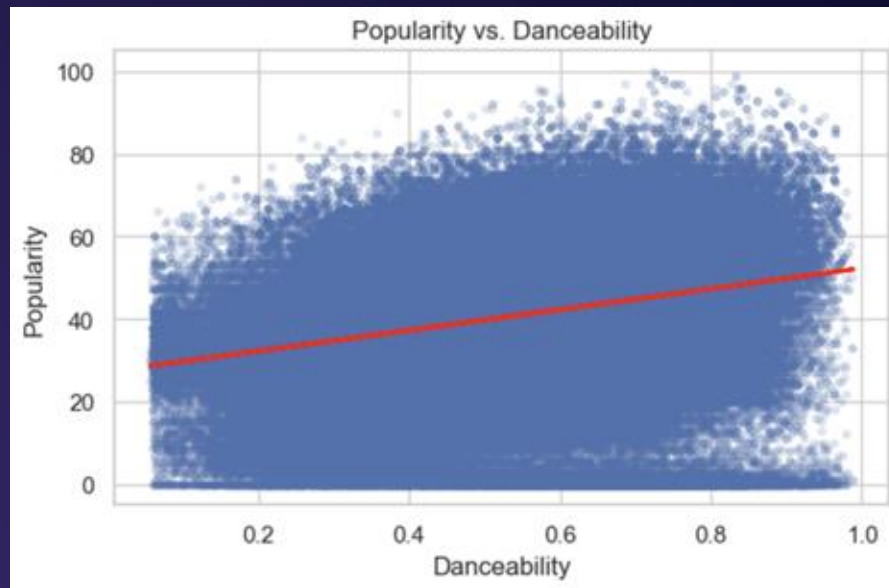
## Danceability

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

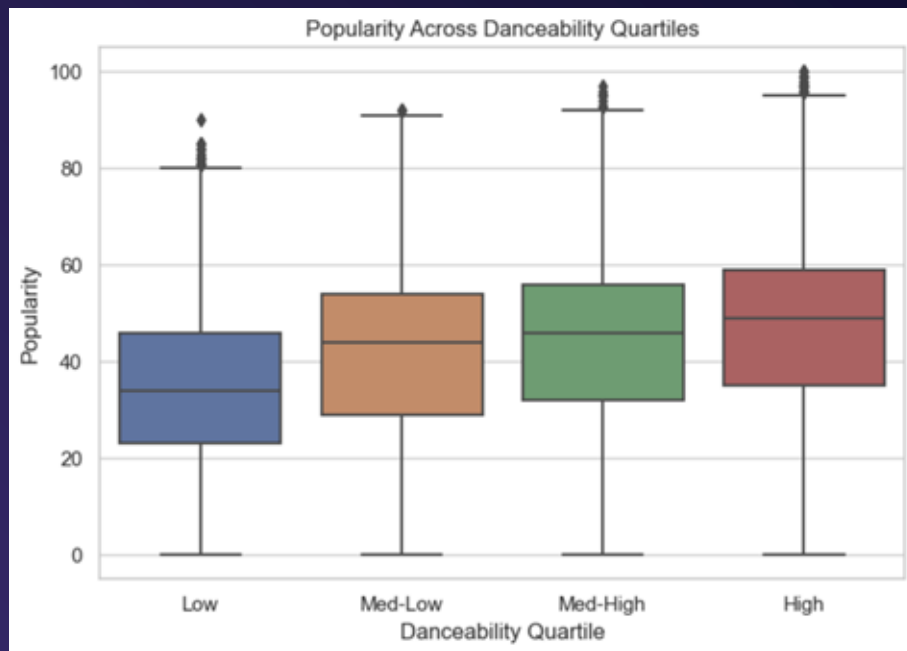


- Upward-sloping trend line
- Wide vertical spread shows many other factors also influence popularity



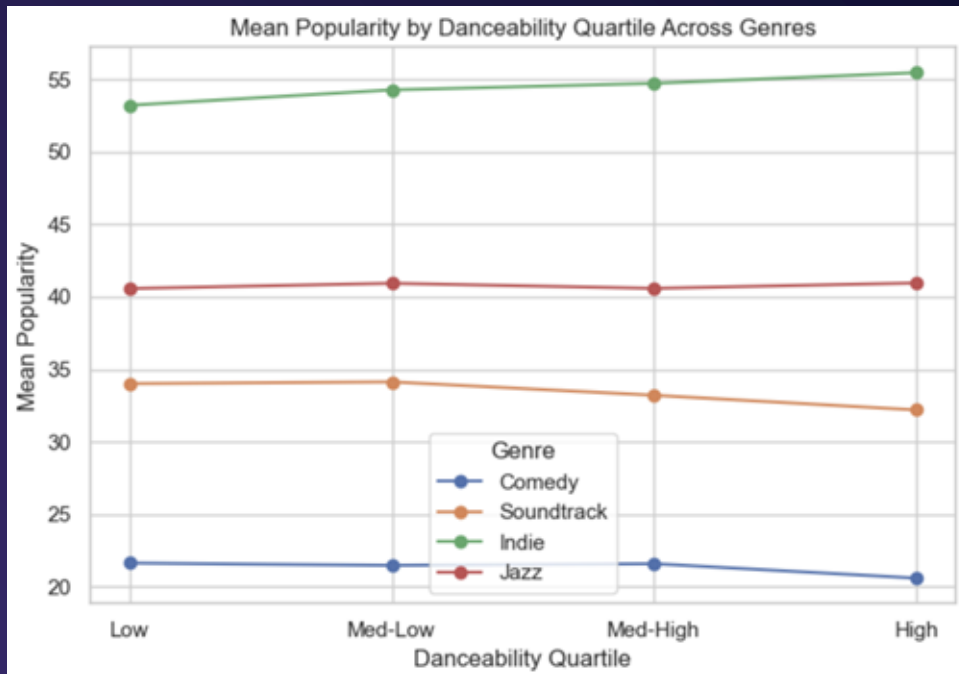
## Popularity Across Danceability Quartiles

- 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
=====
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
=====
```

## 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
```



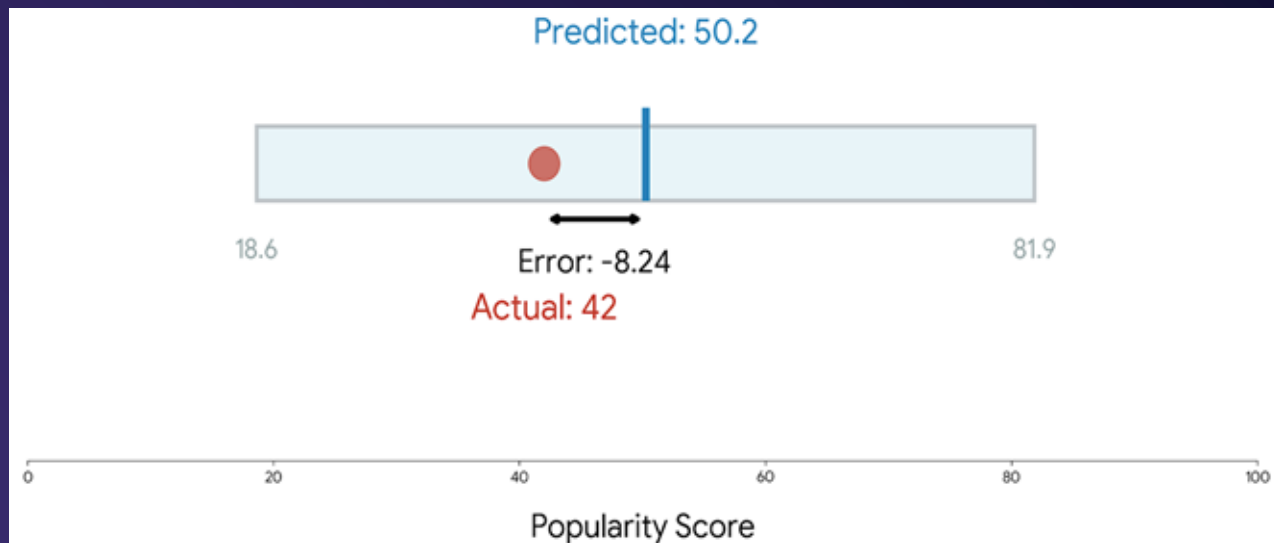


## Prediction Interval Analysis: Row 12345

### 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



## 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.

