Reggae; Reggae (/ˈrɛɡeɪ/) is a music genre that originated in Jamaica in the late 1960s. The term also denotes the modern popular music of Jamaica and its diaspora. A 1968 single by Toots and the Maytals, "Do the Reggay" was the first popular song to use the word "reggae," effectively naming the genre and introducing it to a global audience. While sometimes used in a broad sense to refer to most types of popular Jamaican dance music, the term reggae more properly denotes a particular music style that was strongly influenced by traditional mento as well as American jazz and rhythm and blues, especially the New Orleans R&B practiced by Fats Domino and Allen Toussaint, and evolved out of the earlier genres ska and rocksteady. Reggae usually relates news, social gossip, and political comment. Reggae spread into a commercialized jazz field, being known first as ‘Rudie Blues’, then ‘Ska’, later ‘Blue Beat’, and ‘Rock Steady’. It is instantly recognizable from the counterpoint between the bass and drum downbeat, and the offbeat rhythm section. The immediate origins of reggae were in ska and rocksteady; from the latter, reggae took over the use of the bass as a percussion instrument.;

Hip-Hop; Hip hop music, also called hip-hop or rap music, is a music genre developed in the United States by inner-city African Americans in the 1970s which consists of a stylized rhythmic music that commonly accompanies rapping, a rhythmic and rhyming speech that is chanted. It developed as part of hip hop culture, a subculture defined by four key stylistic elements: MCing/rapping, DJing/scratching with turntables, break dancing, and graffiti writing. Other elements include sampling beats or bass lines from records (or synthesized beats and sounds), and rhythmic beatboxing. While often used to refer solely to rapping, "hip hop" more properly denotes the practice of the entire subculture. The term hip hop music is sometimes used synonymously with the term rap music, though rapping is not a required component of hip hop music; the genre may also incorporate other elements of hip hop culture, including DJing, turntablism, scratching, beatboxing, and instrumental tracks.

Triphop; Trip hop (sometimes called "downtempo") is a musical genre that originated in the early 1990s in the United Kingdom, especially Bristol. It has been described as "a fusion of hip hop and electronica until neither genre is recognizable," and may incorporate a variety of styles, including funk, dub, soul, psychedelia, R&B, and house, as well as other forms of electronic music. Trip hop can be highly experimental.

Deriving from later idioms of acid house, the term was first used by the British music media to describe the more experimental variant of breakbeat emerging from the Bristol Sound scene in the early 1990s, which contained influences of soul, funk, and jazz. It was pioneered by acts like Massive Attack, Tricky, and Portishead. Trip hop achieved commercial success in the 1990s, and has been described as "Europe's alternative choice in the second half of the '90s.";

Ambient; Ambient music is a genre of music that puts an emphasis on tone and atmosphere over traditional musical structure or rhythm. Ambient music is said to evoke an "atmospheric", "visual", or "unobtrusive" quality. According to Brian Eno, one of its pioneers, "Ambient music must be able to accommodate many levels of listening attention without enforcing one in particular; it must be as ignorable as it is interesting."

As a genre, it originated in the United Kingdom in the 1970s, when new sound-making devices were being introduced to a wider market, such as the synthesizer. The work of Tangerine Dream, Ash Ra Tempel, Cluster, King Tubby, and composer Erik Satie, as well as the psychoacoustic soundscapes of Irv Teibel's Environments series, were all influences on the emergence of ambient music. Brian Eno named and popularized ambient music in 1978 with his album Ambient 1: Music for Airports. Artists such as The Orb and Aphex Twin gained commercial success with ambient tracks in the early 1990s. Ambient compositions are often quite lengthy, much longer than more popular, commercial forms of music.

Ambient had a revival towards the late 1980s with the prominence of house and techno music. Eventually, ambient grew a cult following in the 1990s. By the early 1990s, artists such as Aphex Twin were being called ambient house, ambient techno, or "ambient" by the media. Genre offshoots include dark ambient and ambient dub.;

Chillout; Chill-out music (sometimes also chillout, chill out or simply chill) is a subgenre of electronic music and an umbrella term for several styles of electronic music characterized by their mellow style and mid-tempo beats, "chill" being derived from a slang word for "relax".

Chill-out music emerged in the early and mid-1990s in "chill rooms" at dance clubs, where relaxing music was played to allow dancers a chance to "chill out" from the more emphatic and fast-tempo music played on the main dance floor. Some notable chill-out artists include: Moby, Air, Paul Kalkbrenner, Moonbootica and Brock Berrigan

The genres associated with chill-out are mostly ambient, trip hop, nu jazz, ambient house and downtempo.[citation needed] Sometimes, the easy listening subgenre lounge is considered to belong to the chill-out collection as well.[citation needed] Chill-out, as a musical genre or description, is synonymous with the more recently popularized terms "smooth electronica" and "soft techno", and it is a loose genre of music blurring into several other very distinct styles of electronic and lo-fi music.;

Downtempo; Downtempo (sometimes called "trip hop") is a genre of electronic music similar to ambient, but with a greater emphasis on rhythm, and is not as "earthy" as trip hop.;

Chillgressive; the project depending on the progressive side of melodic chill out sounds;

House; House music is a genre of electronic music created by club DJs and music producers in Chicago in the early 1980s. Early house music was generally characterized by repetitive 4/4 beats, rhythms mainly provided by drum machines, off-beat hi-hat cymbals, and synthesized basslines. While house displayed several characteristics similar to disco music, which preceded and influenced it, as both were DJ and record producer-created dance music, house was more electronic and minimalistic. The mechanical, repetitive rhythm of house was more important than the song itself; indeed, many house songs were instrumental, with no vocals, or if there was singing, the singer (typically female) would not be well-known, or there would be no words.;

Deep House; Deep house is a subgenre of house music. It originated in the 1980s, initially fusing elements of Chicago house with 1980s jazz-funk and touches of soul music. Deep house tracks generally have a tempo of between 120 and 125 beats per minute (BPM).

This style of house music can often have an acoustic feeling. The online music store Beatport is credited with driving the popularity of deep house, but also mislabeling a number of artists in the process and giving rise to the future house genre.;

Tech House; Tech house is a subgenre of house music that combines stylistic features of techno with house. The term tech house developed as a shorthand record store name for a category of electronic dance music that combined musical aspects of techno, such as "rugged basslines" and "steely beats," with the harmonies and grooves of progressive house. The music originally had a clean and minimal production style that was associated with techno from Detroit and the UK.;

Progressive House; Progressive house is a style (subgenre) of house music. The progressive house style emerged in the early 1990s. It initially developed in the United Kingdom as a natural progression of American and European house music of the late 1980s.;

Trance; Trance is a genre of electronic music that emerged during the early 1990s in Germany and the rest of Europe, as a more melodic offshoot from techno. It is characterized by a tempo lying between 125 and 150 beats per minute (BPM), repeating melodic phrases, and a musical form that distinctly builds tension and elements throughout a track often culminating in 1 to 2 "peaks" or "drops." Although trance is a genre of its own, it liberally incorporates influences from other musical styles such as techno, house, pop, chill-out, classical music, tech house, ambient, and film music.;

Techno; Techno is a form of electronic dance music that emerged in Detroit, Michigan, in the United States during the mid-to-late 1980s. The first recorded use of the word techno in reference to a specific genre of music was in 1988. Many styles of techno now exist, but Detroit techno is seen as the foundation upon which a number of subgenres have been built.;

Jungle; Jungle is a genre of electronic music derived from breakbeat hardcore that developed in England in the early 1990s as part of UK rave scenes. The style is characterized by rapid tempos (150 to 200 bpm) and breakbeats, as well as dub reggae-derived basslines, heavily syncopated percussive loops, samples and synthesized effects. Long pitch-shifted snare rolls are common in oldschool jungle. The terms "jungle" and "drum and bass" are often used interchangeably, though “jungle” has been used specifically to refer to the earlier iteration of the style.;

Drum and Bass; Drum and bass (/ˈdrʌm ənd ˈbeɪs/) (also written as "drum 'n' bass" or "drum & bass"; commonly abbreviated as "D&B", "DnB" or "D'n'B") is a genre and branch of electronic music which emerged from rave and jungle scenes in England during the early 1990s. The style is often characterised by fast breakbeats (typically 160–180 beats per minute) with heavy bass and sub-bass lines, sampled sources, and synthesizers.;

Dubstep; Dubstep is a genre of electronic dance music that originated in South London, England. It emerged in the late 1990s as a development within a lineage of related styles such as 2-step garage, dub, techno, drum and bass, broken beat, jungle, and reggae. In the United Kingdom the origins of the genre can be traced back to the growth of the Jamaican sound system party scene in the early 1980s. The music generally features sparse, syncopated drum and percussion patterns with bass lines that contain prominent sub bass frequencies.;

Trap; Trap is a hip hop music subgenre that originated during the late 1990s/early 2000s from Southern hip hop in the Southern United States. It is typified by double or triple-time sub-divided hi-hats, heavy kick drums from the Roland TR-808 drum machine, layered synthesizers, and an overall dark, ominous, or bleak atmosphere. The term "trap" initially referred to places where drug deals take place. In recent years it has been incorporated with pop and electronic dance music by a variety of artists.;

Psychedelic Trance; Psychedelic trance, psytrance or psy is a subgenre of trance music characterized by arrangements of synthetic rhythms and layered melodies created by high tempo riffs.

Psytrance lies at the hardcore, underground end of the diverse trance spectrum. The genre offers variety in terms of mood, tempo, and style. Some examples include full on, darkpsy, Hi-Tech, progressive, suomi, psy-chill, psycore, psybient, psybreaks, or "adapted" tracks from other music genres. Goa trance preceded psytrance; when digital media became more commonly used psytrance evolved. Goa continues to develop alongside the other genres.;

Full-On (Psytrance); Full-on is a psychedelic trance style that is particularly popular in Israel and Palestine. Full-on psychedelic trance is a High-energy music for peak moments. Often having melodic, energetic and crisp basslines with a high bpm (usually 140 to 148 bpm). There are some related styles that are derived from this style and are distinguished as different varieties of full-on: twilight and night full on (or dark full on) playing bolder and lower notes in their basslines, morning (light), and uplifting.;

Forest (Psytrance); Forest is another sub division of psy trance with similar high beats per minute basslines. Forest tracks also include sounds immitating Nature and Animals along with spiritual references.;

Dark Psytrance; Dark psychedelic trance is the heavier end of the psychedelic trance spectrum with BPMs from about 148 and up. Related styles include psycore (fast and crazy), hi-tech (bouncy and glitchy), and forest (organic and earthy). Characterized of having obscure, deep and more eschatological background that leads into profound meditation of death, night and transcendence. Often with dismal sounds and heavy basslines.;

Hardstyle; Hardstyle is an electronic dance genre mixing influences from techno and hardcore. Hardstyle typically consists of a deep, hard-sounding kick drum, intense faded or reversed basslines accompanying the beat, a dissonant synth melody story telling, and detuned and distorted sounds. Many hardcore artists produce hardstyle tracks as well, and many newer Hardstyle tracks are written in compound time (for example, older Headhunterz and Noisecontrollers work).;

Hardcore/Gabber; Hardcore techno (often abbreviated to hardcore) is a subgenre of electronic dance music that originated in the Netherlands from the emergent raves/gabber in the 1990s. Its subgenres are usually distinguished from other electronic dance music genres by faster tempos (160 to 200 BPM or more), the intensity of the kicks and the synthesized bass (in some subgenres), the rhythm and the atmosphere of the themes (sometimes violent), the usage of saturation and experimentation close to that of industrial dance music.;

Speedcore; Speedcore is a form of hardcore that is characterized by a high tempo and aggressive themes. The name originates from the genre hardcore, and refers to the high tempo found in this genre, which rarely drops below 300 beats per minute (bpm). Earlier speedcore tracks often averaged at about 250 bpm, which could be defined as Terror(core), whereas more recent tracks sometimes exceed 1000 bpm.;

Splittercore; Songs out of the genre Speecore with tempos above 700 bpm are often classified as splittercore.;