

Key Factors that Explain Physical Album Success in Fourth Generation K-pop

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I. Introduction and Research Interests

Although most people nowadays, especially the younger generations, no longer use CD players when listening to music, physical album sales still make up a large portion of the revenue for K-pop groups and their agencies. In other words, purchasing physical albums is less about listening to CDs and more about showing a fan's support for the artist beyond streaming, which hardly costs any money except for the subscription to the platform. This research aimed to identify which driving factors correlate most strongly with high physical album sales in the context of fourth generation K-pop groups up to the end of November 2025.

II. Data Collection

Since this research is mainly about examining the strength of correlation between predicting factors and the outcome, it is necessary first to set up a dependent variable and a series of independent variables based on hypotheses and research interest.

The dependent variable was *physical album sales*, and the data was from [Soridata](#), which contains all K-pop groups' statistics. Its main source is Circle Chart, a Korean ranking system similar to Billboard. This source gathered sales of K-pop groups of all generations. For this study, only the top 20 K-pop groups from the fourth generation are the target groups due to the ease of controlling variables: they debuted around the same time during COVID-19, and the deadline ensured that all groups had a comparable amount of time to release music, build fandoms, and accumulate sales.

Meanwhile, 8 independent variables and 160 data points in total were collected, including 2 dummy variables and 6 numerical variables. Similar to the approach done for the dependent variable, the script needed to filter out all groups that are not the target groups.

1. *Group type*, or the gender of the group (boy group or girl group)

H1: boy groups are more likely to generate higher sales

2. *Company label* (SM, JYP, YG, HYBE, etc.)

H2: big and leading companies such as SM and Hybe tend to generate higher sales

These two dummy variables were simply scraped from Wikipedia files of each group.

3. *Digital score* of each group via [Soridata](#)

H3: higher digital scores would result in higher sales

A weighted indicator provided by Circle Chart and sorted by Soridata that calculated a group's digital streaming and download performance through a covert formula.

4. *YouTube total views* of each group via [kworb.net](#)

H4: more views would result in higher sales

5. *Number of YouTube channel subscribers* via [Kpopping](#)

H5: more subscribers would result in higher sales

6. *Number of annual awards* via [Soridata](#)

H6: more annual awards would result in higher sales

These are year-end major industry ceremonies that celebrate achievements and give awards to the most successful artists, songs, and albums in the Korean music industry based on sales, streaming, voting, and expert evaluations.

7. *Number of music show awards* via [Kpopping](#)

H7: more music show awards would result in higher sales

These are weekly South Korean music shows such as Music Bank, Inkigayo, M Countdown, Show Champion, Music Core, and The Show feature idols performing their latest songs and competing for weekly awards determined by sales, streams, votes, and broadcast metrics. These programs act as essential promotional stages for newly released music.

8. *Days to first win* via [Kpopping](#)

H8: fewer days to first win would result in higher sales

This refers to the number of days it took for each K-pop group to earn their first win on a music program

Changes from the original proposal included narrowing down the sample size, where the initial proposal aimed to gather the top 100 K-pop groups from all generations; however, groups debuting in different generations may have disparate marketing approaches, and the different durations since their debut make it incomparable when calculating album sales. The second change was replacing the original method of scraping YouTube views, subscriber counts, annual awards, and music show wins from the initially used websites with data from alternative statistical sources due to failure to detect the table format on Soridata and because Soridata has an anti-scraping measure that prevents too many scraping attempts. The third change was eliminating one of the hypothesized predicting factors, number of concert tours, as it lacks availability of accurate data.

III. Results and Discussion

First, a correlation test with a bar chart visualization was run, showing significance by p-values and correlation coefficients of the numerical variables with physical album sales. The bars

were also colored to indicate that dark green meant the strongest and most significant correlation with $p < .001$, the lightest green color meant moderately significant correlation with $p < .1$, and gray bars meant no significance. The plot suggested that among all 6 numerical variables, number of YouTube subscribers, YouTube total views, annual awards, and music show awards were significantly and positively correlated with physical sales, with YouTube statistics being the strongest predictors. In other words, digital presence and industry recognition play key roles in boosting physical sales, guiding marketing efforts to focus more on YouTube engagement and award participation for better commercial success.

The second visualization was a bar graph ranking total sales by companies, displaying the overall commercial success and market share of a company label, although this may simply be due to the fact that big companies with more groups tend to generate more sales. The third visualization was a similar bar graph that ranked the companies but replaced total sales with median sales, which also helped reveal the competitive dynamics between companies. To summarize the results, HYBE led the K-pop industry in both total physical album sales and median sales per group, showing strong overall market dominance and stable sales performance. JYP ranked second in total sales but fell to sixth in median sales, indicating reliance on a few phenomenal groups rather than consistent average performance across all groups. Cube and Starship showed strong median sales, reflecting balanced and stable sales among their groups.

Lastly, an ANOVA with a post-hoc test together with generation of a box plot was run to examine whether company labels help create differences in achieving success in physical album sales. Although the box plot demonstrated that there was no overlap between leading and lagging companies, the p-value ($p = .913$) of the ANOVA test as well as the post-hoc test results suggested that the differences were not significant; however, this may also be caused by the

small data size. Next, the same approach was used to test if there was a difference between group types (boy or girl) in generating sales. The results also showed no significant difference between genders ($p = .154$); however, the data distribution showed that boy groups generally earned higher revenues. In sum, these findings provided valuable insights for stakeholders interested in market positioning, artist development, and investment strategies within the K-pop industry.

IV. Limitations and Future Work

For future research, it should consider expanding the sample size to include more groups across multiple generations with appropriate controls for multicollinearity to enhance the generalizability and statistical power of the analysis. It should also consider incorporating more diverse data variables and sources such as social media engagement beyond YouTube, international market reach, concert tours, and merchandising revenue to capture a more thorough picture of commercial success and to better handle the missing values that could not be found in the current study. Furthermore, employing advanced modeling techniques such as multivariate regression or machine learning could better isolate the effects of various factors and explore more complex relationships. Finally, in addition to quantitative findings, qualitative insights from fan surveys would also provide valuable context, though they were not the focus of this study.