P8: This page shows the information of the whole data we used. It has 2017 rows which means 2017 different songs and 17 columns means 16 different attribution. As Jiangshan said above we just use 13 attributions to analysis.

P9 The data is not only statistics. It tells us informations if we do focous on the features of the data. We simply digged a few informations and want to conclude some ideas from the data we have. Actually, this are means of some important attributions. And this is fundamention for analysis.

p10

Danceability describes how suitable a track is for dancing based on a combination of musical elements including tempo, rhythm stability, beat strength, and overall regularity. A value of 0.0 is least danceable and 1.0 is most danceable.

With a mean value of 0.697, it's clear that the majority of the top tracks have a high danceability rating.  
**Conclusion:** People like to stream songs they can dance to. I wonder if this says anything about when/where people stream songs? (Parties etc.?)

p11

Energy is a measure from 0.0 to 1.0 and represents a measure of intensity and activity. For example, death metal always has high energy fast, loud, and noisy

Again, people seem like energetic songs more than calm ones (mean of 0.661).

p12

standard [Pitch Class notation](https://en.wikipedia.org/wiki/Pitch_class). E.g. 0 = C, 1 = C♯/D♭, 2 = D, and so on.

The most common key among top tracks is C♯/D♭.(C-sharp D-flat)

p13

Mode indicates the modality (major or minor) of a track, Major is represented by 1 and minor is 0.

People lean more towards songs with a major mode than those with a minor mode. **Conclusion:** Major is preferred over minor.

Bascially, a mode is a type of scale, as in ‘doh re mi fa so la ti do’. The normal scale is major, and lower semitone create minor mode.

p16 livleness

Detects the presence of an audience in the recording. Higher liveness values represent an increased probability that the track was performed live.

As expected, the mean value for liveness is pretty low at 0.151. Most dislike listen to live music on Spotify with the audience cheering in the background. not comfortable

p17 valence

A measure from 0.0 to 1.0 describing the musical positiveness conveyed by a track. Tracks with high valence sound more positive (e.g. happy, cheerful, euphoric), while tracks with low valence sound more negative (e.g. sad, depressed, angry).

Happy and sad songs are actually pretty evenly distributed at 0.517.  
**Conclusion:** it is like daily life. Some days are happy, some days are sad. half and half

p20 tempo

The overall estimated tempo of a track in beats per minute (BPM). In musical terminology, tempo is the speed or pace of a given piece and derives directly from the average beat duration.

The mean value for tempo is 119.202 bpm, which is actually pretty fast.  
**Conclusion:** People like fast songs more than slow ones.

p21

The duration of the track in milliseconds.

The mean value for duration is 218387 milliseconds, which is around 3 minutes and 38 seconds.   
**Conclusion:** People don't like it when songs are too short or too long. (Duh - although I'd say that 3 mins and 38 secs is pretty long already)