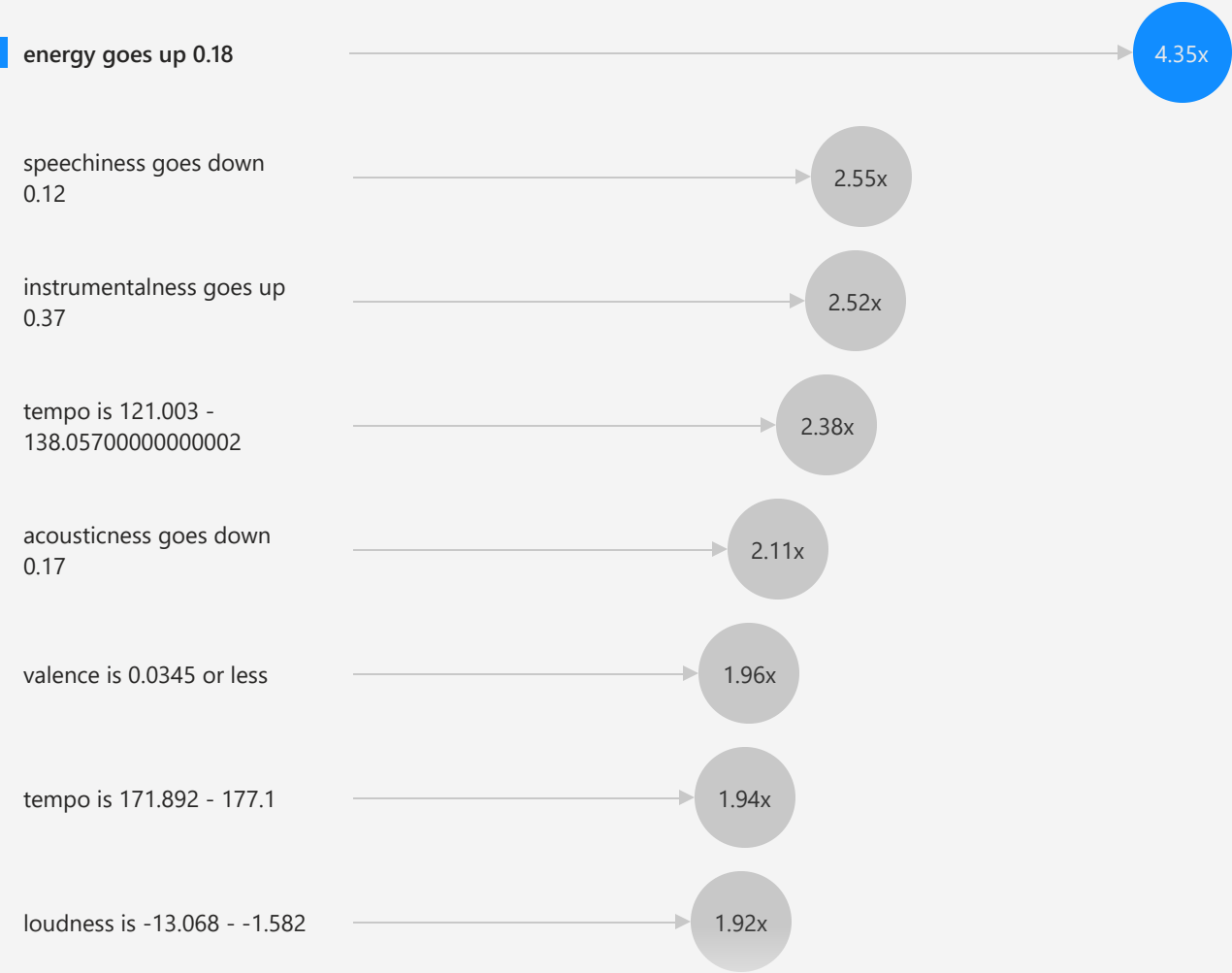
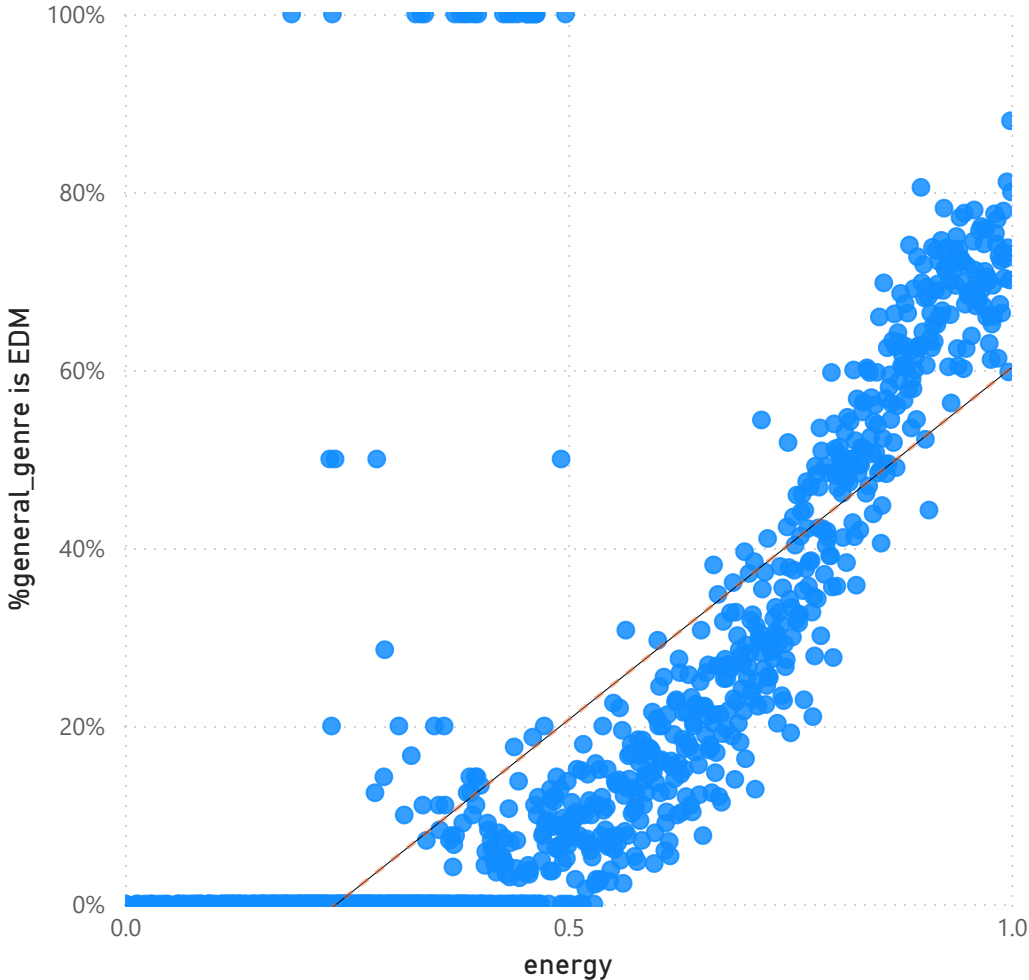


What influences general_genre to be EDM ?

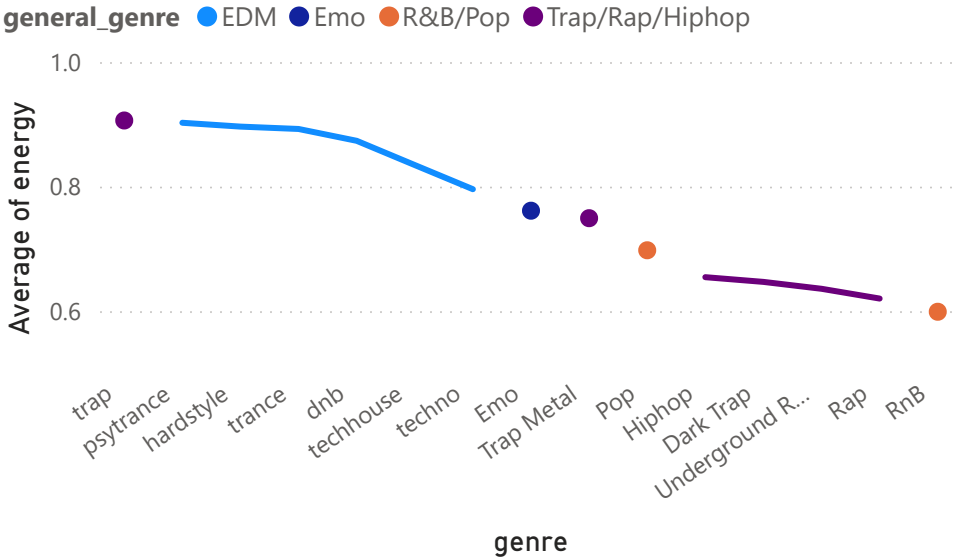
When...
...the likelihood of general_genre being EDM increases by



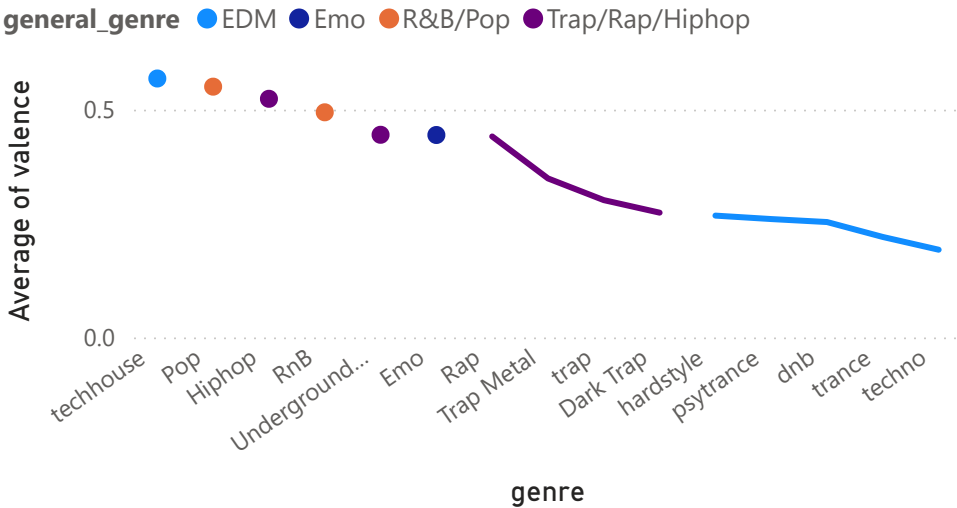
← On average when energy increases, the likelihood of general_genre being EDM increases.



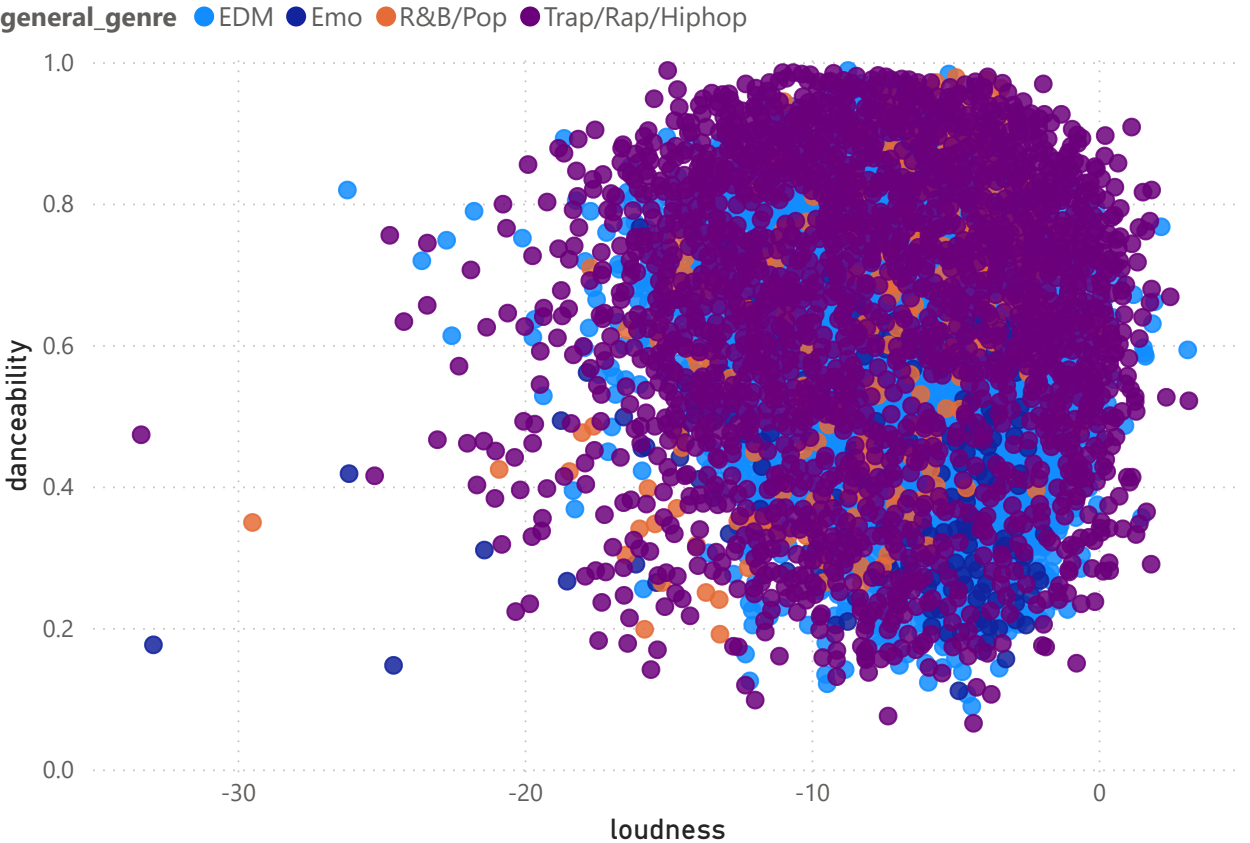
Average of energy by genre and general_genre



Average of valence by genre and general_genre



general_genre, loudness and danceability



Valence:

Measures how positive a song is, or how much positivity it conveys to the listener. Songs with high valence sound more positive and cheerful.

Techhouse is an outlier of our EDM general genre.

Average Time Signature by General Genre

EDM
3.97
Average of time_signature
Emo
3.94
Average of time_signature
R&B/Pop
3.97
Average of time_signature
Trap/Rap/Hiphop
3.97
Average of time_signature

Average Time Signature by Genre

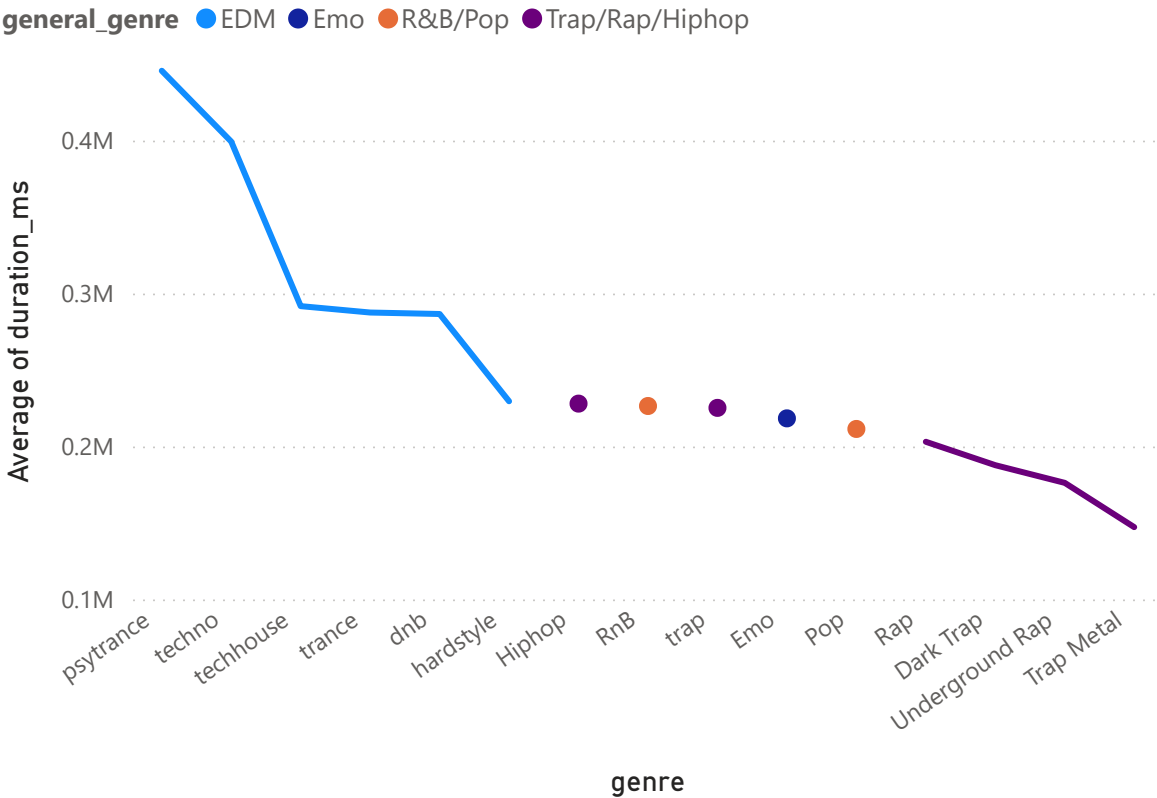
genre	Average of time_signature
Dark Trap	3.96
dnb	4.00
Emo	3.94
hardstyle	3.96
Hiphop	3.98
Pop	3.98
psytrance	3.96
Rap	3.99
RnB	3.96
techhouse	3.99
techno	3.95
trance	3.99
trap	3.99
Trap Metal	3.95
Underground Rap	3.98

Time Signature:

The time signature of a piece of music indicates how the rhythm is structured by specifying the number of beats in each measure (bar) and the note value that gets the beat.
Ex: **4/4**: The most common time signature, where there are 4 beats per measure and the quarter note gets one beat.

Based on these two tables, we can see that average time signature is very similar across all genres. We will remove this from our analysis since it doesn't have much impact.

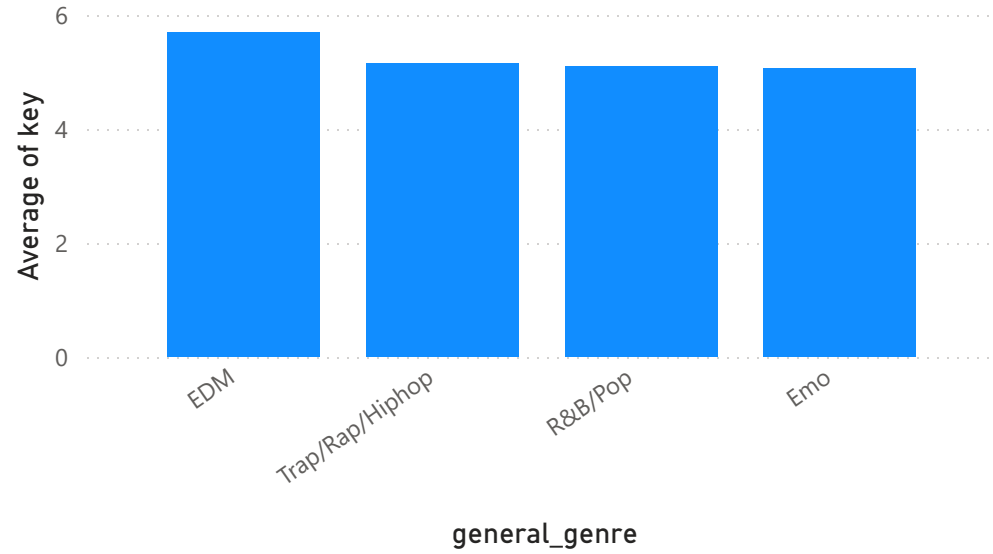
Average of duration_ms by genre and general_genre



Duration MS:

Duration refers to the total length of a song, and ms means it's in milliseconds.
We see a lot of variability within EDM which is a huge portion of our dataset. Removing duration_ms would improve our prediction model, especially for our general EDM genre.

Average of key by general_genre

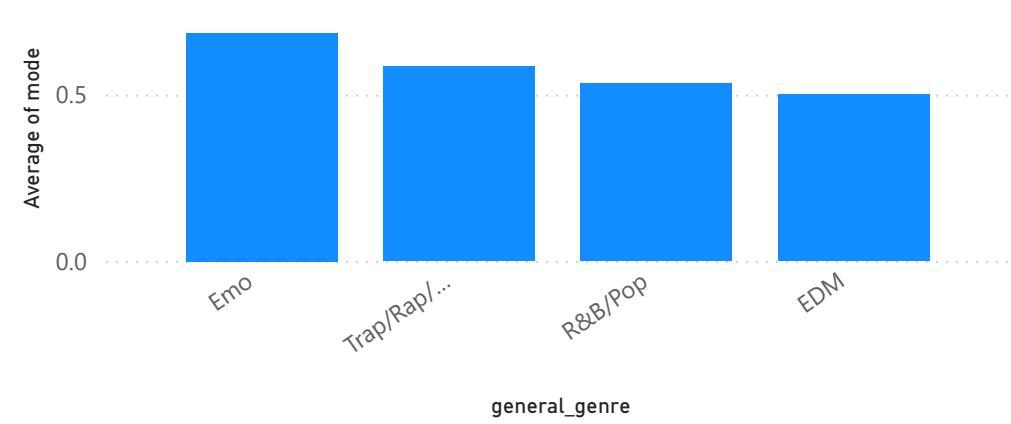


Key:

A key is a scale or group of pitches that serves as the foundation for a piece of music.

Similarly to time signature, we have very little variability across our genres. So we will remove key from our prediction model.

Average of mode by general_genre

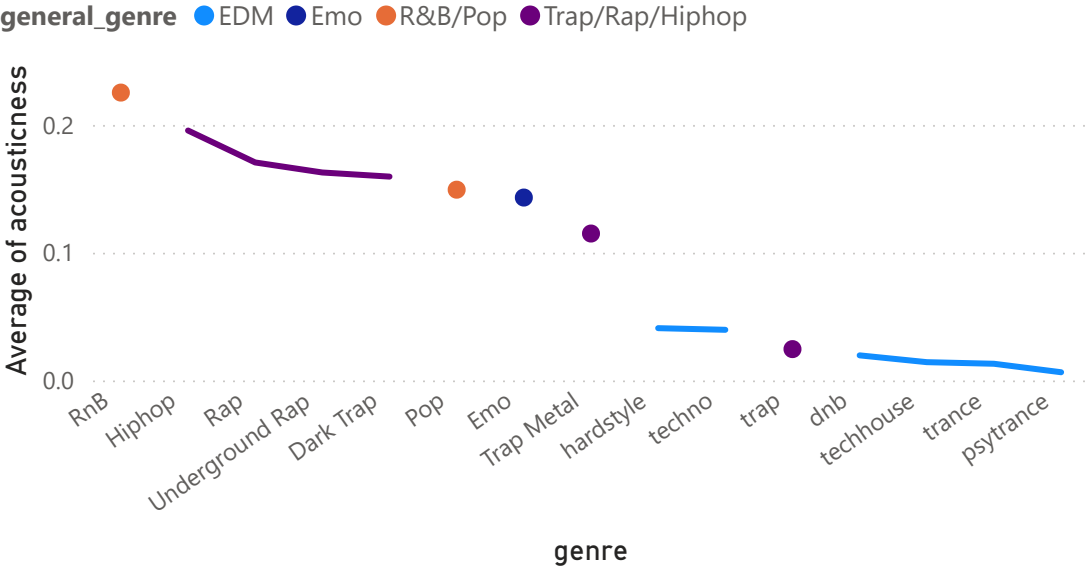


Mode:

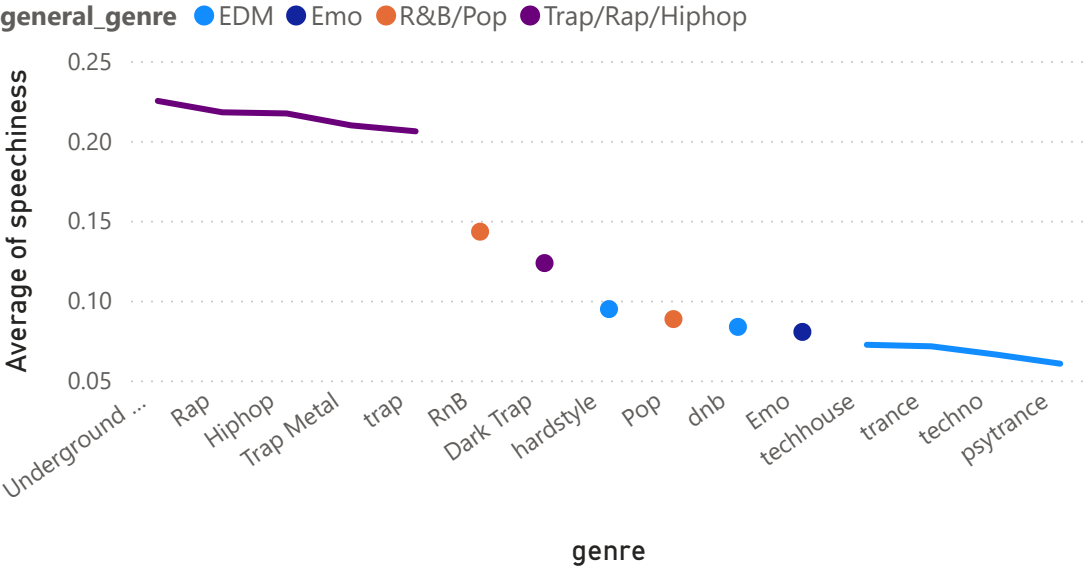
A type of musical scale coupled with a set of characteristic melodic and harmonic behaviors.

Mode is also very consistent across genres, making it have little impact in our continued analysis. Hence, mode be dropped.

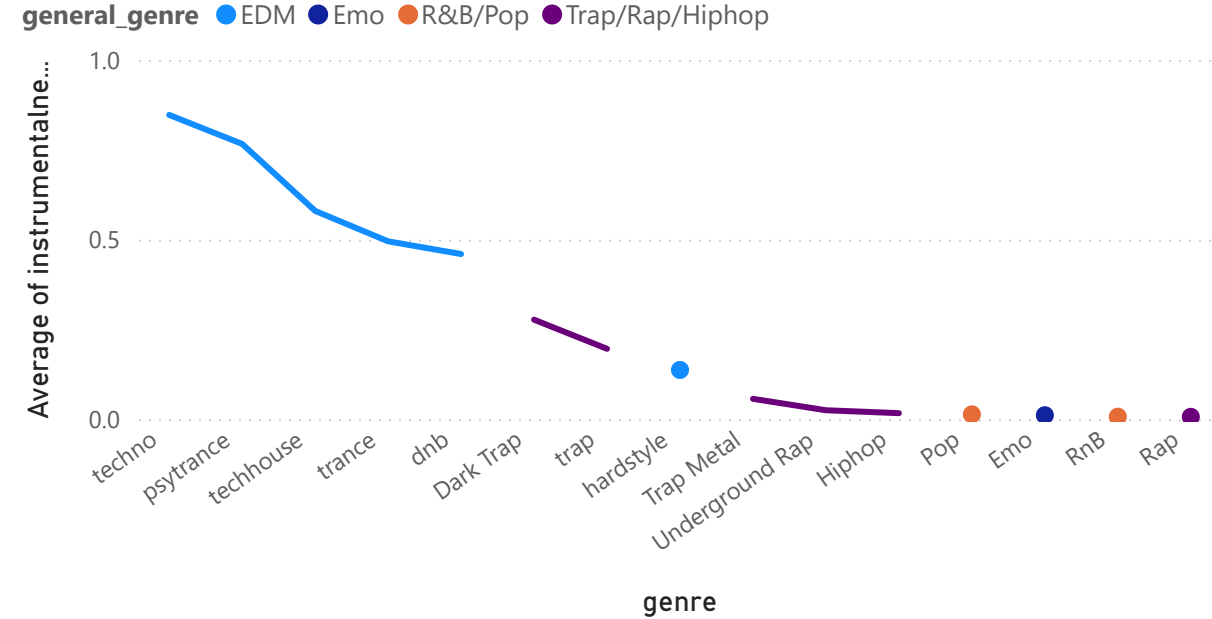
Average of acoustiness by genre and general_genre



Average of speechiness by genre and general_genre



Average of instrumentalness by genre and general_genre



Shows the consistency in our bucketed genres when compared to their original genres.