Capstone Project

Instructions

Background Information

Spotify Technology is a Swedish music streaming and media services provider that provides an audio streaming platform, the "Spotify" platform, that offers DRM-restricted music and podcasts from record labels and media companies.

The Spotify platform provides access to over 50 million tracks. Users can browse by parameters such as artist, album, or genre, and can create, edit, and share playlists.

The service is available in most of Europe and the Americas, Australia, New Zealand, and parts of Africa and Asia, and on most modern devices, including Windows, macOS, and Linux computers, and iOS, and Android smartphones and tablets.

Problem Statements

1. Conduct an EDA on the dataset and come up with some data visualisations.
2. Imagine you work for Spotify. Spotify's revenues would increase if they were able to identify popular songs early on. You are tasked with building a machine learning model that predicts track popularity and presenting the results to the senior management of Spotify.
3. Spotify's senior management is interested in segmenting tracks on their platform. This will be helpful in identifying new genres of music. You are tasked with building a model that segments the tracks and presenting the results to the senior management of Spotify.

Dataset

The dataset for this project can found here: https://bit.ly/SpotifySongsDs

You can download glossary dataset from here: [Link]

Acknowledgements

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