

# Mapping Genres

Using Wikipedia data to map musical genres over time

# The Goal

Be able to visually represent the spread of musical genres using data on the founding location of a musical artist and the year in which they began performing

# The Data

- the “Musical Artist” infobox
  - origin
  - years active
- Extraction using regex and figuring out Wikipedia patterns

The Mad Capsule Markets	
Background information	
Origin	<a href="#">Yokohama, Japan</a>
Genres	Digital hardcore, electronicore, electronic music, heavy metal, rap rock, punk rock
Years active	1990–2006 (hiatus)
Labels	<a href="#">Insect Noise</a> (1990) <a href="#">Victor/Invitation</a> (1990 – 2004) <a href="#">Sony Music Japan</a> (2005 – 2006)
Associated acts	Berrie Undown <a href="#">Wagdug Futuristic Unity</a> AA=
Past members	Hiroshi Kyono Takeshi Ueda Motokatsu Miyagami TORUxxx

# Outcome 1 - Artist Genre List

CSV file with artists, associated genres

"Charlie Poole", "folk musicians", "country music performers"

"Eddie Rabbitt", "country music performers"

"Venetian Snares", "breakcore artists", "intelligent dance music artists", "noise musicians"

etc. for 18000 musical artists

# ● Coutcome 2 - Maps

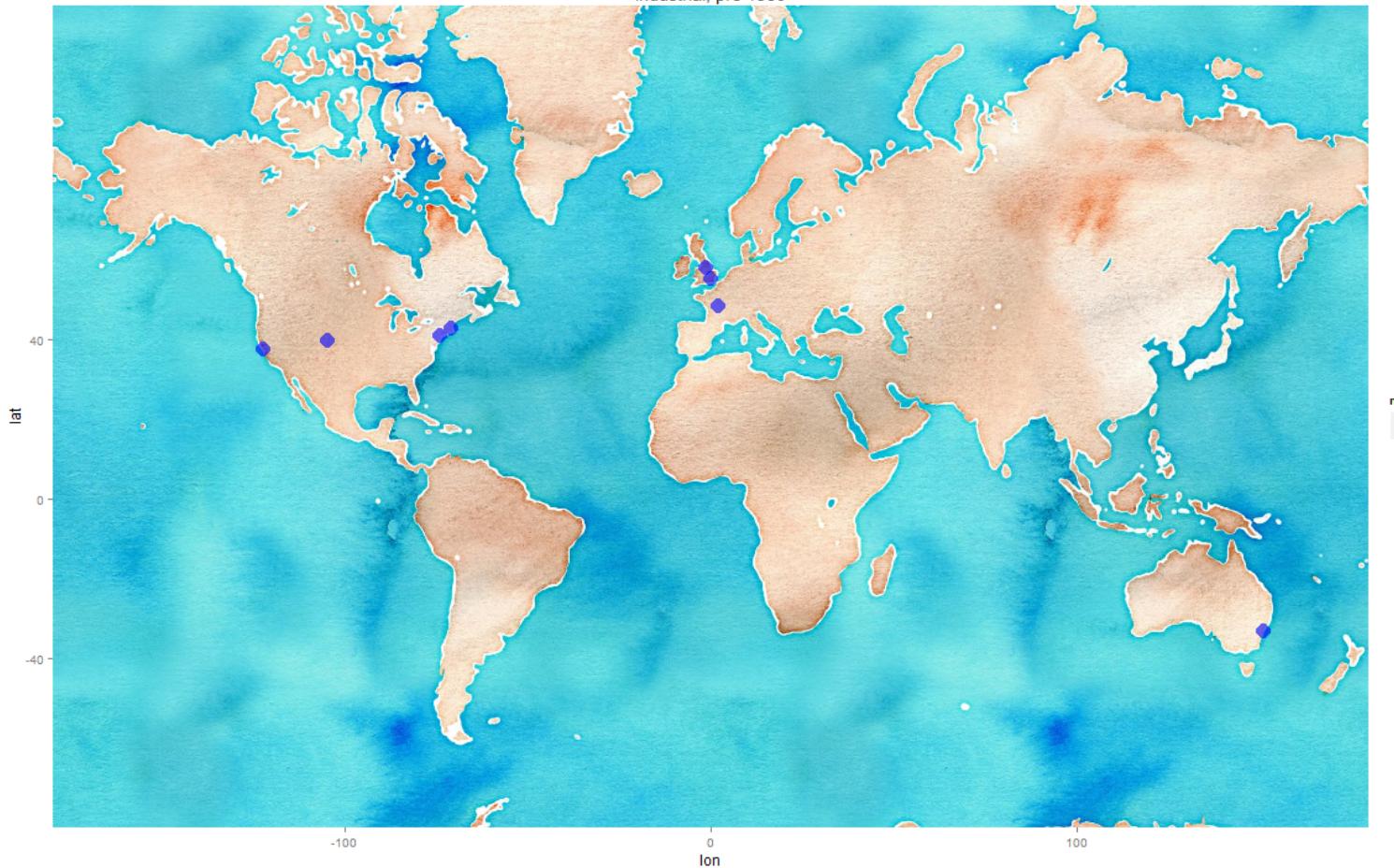
Things to map with the data I collected:

- Compare two genres, all artists
- timelapse of a genre - for example, “pre 1980” means all artists in that genre who were active before 1980
- timelapse of multiple genres



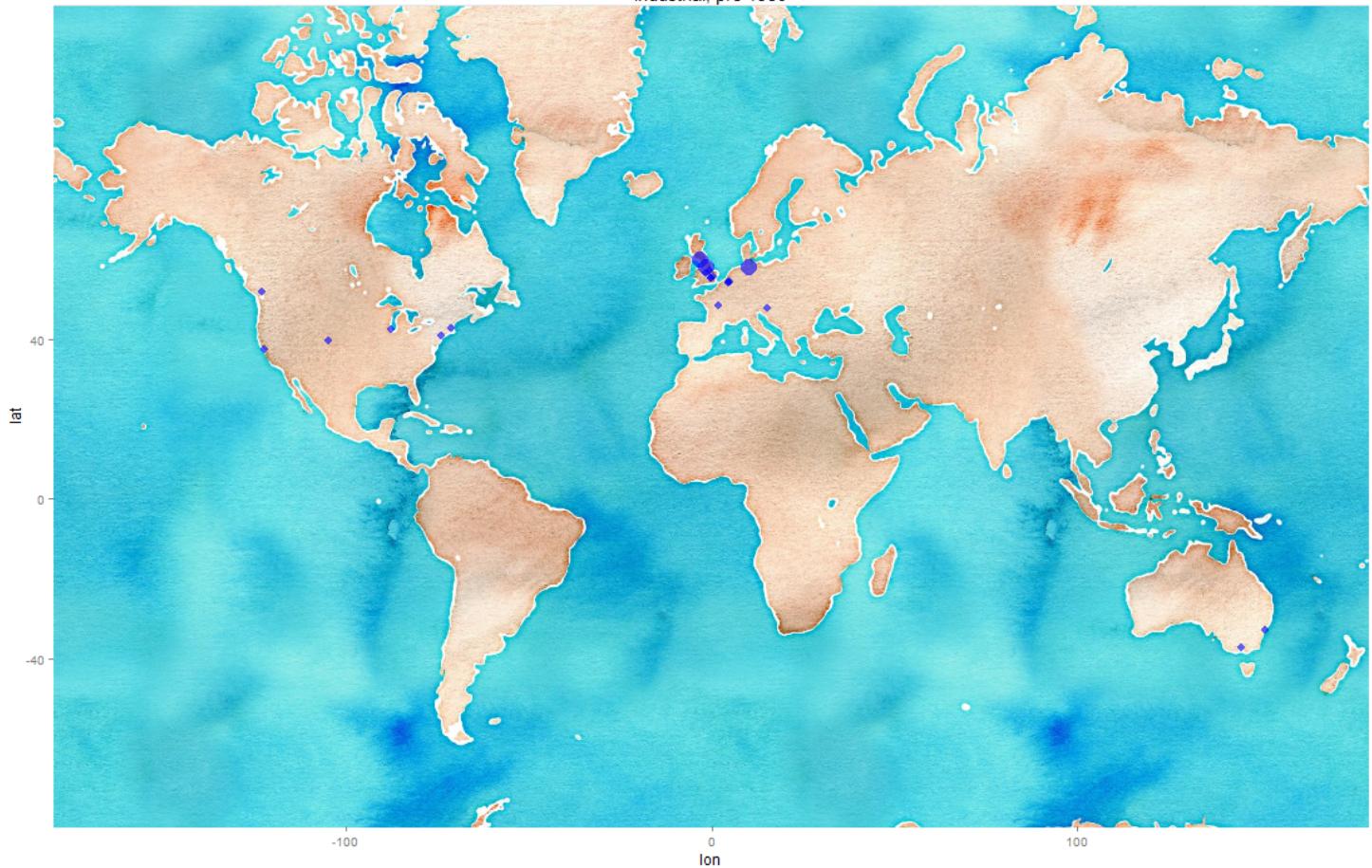
Blues Rock (Red) vs. JPop (Blue), Present

industrial, pre 1980



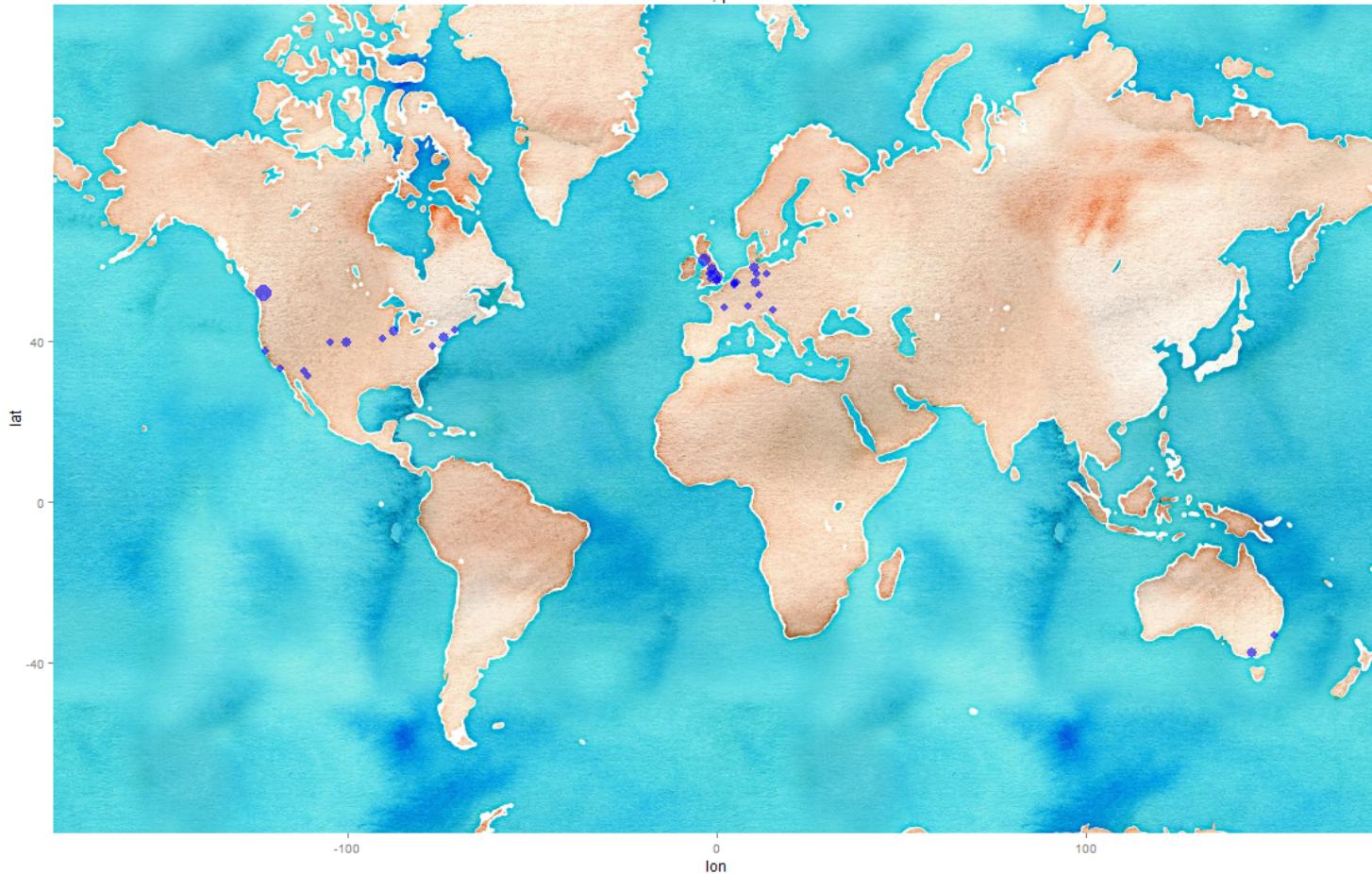
Industrial, pre 1980

industrial, pre 1980



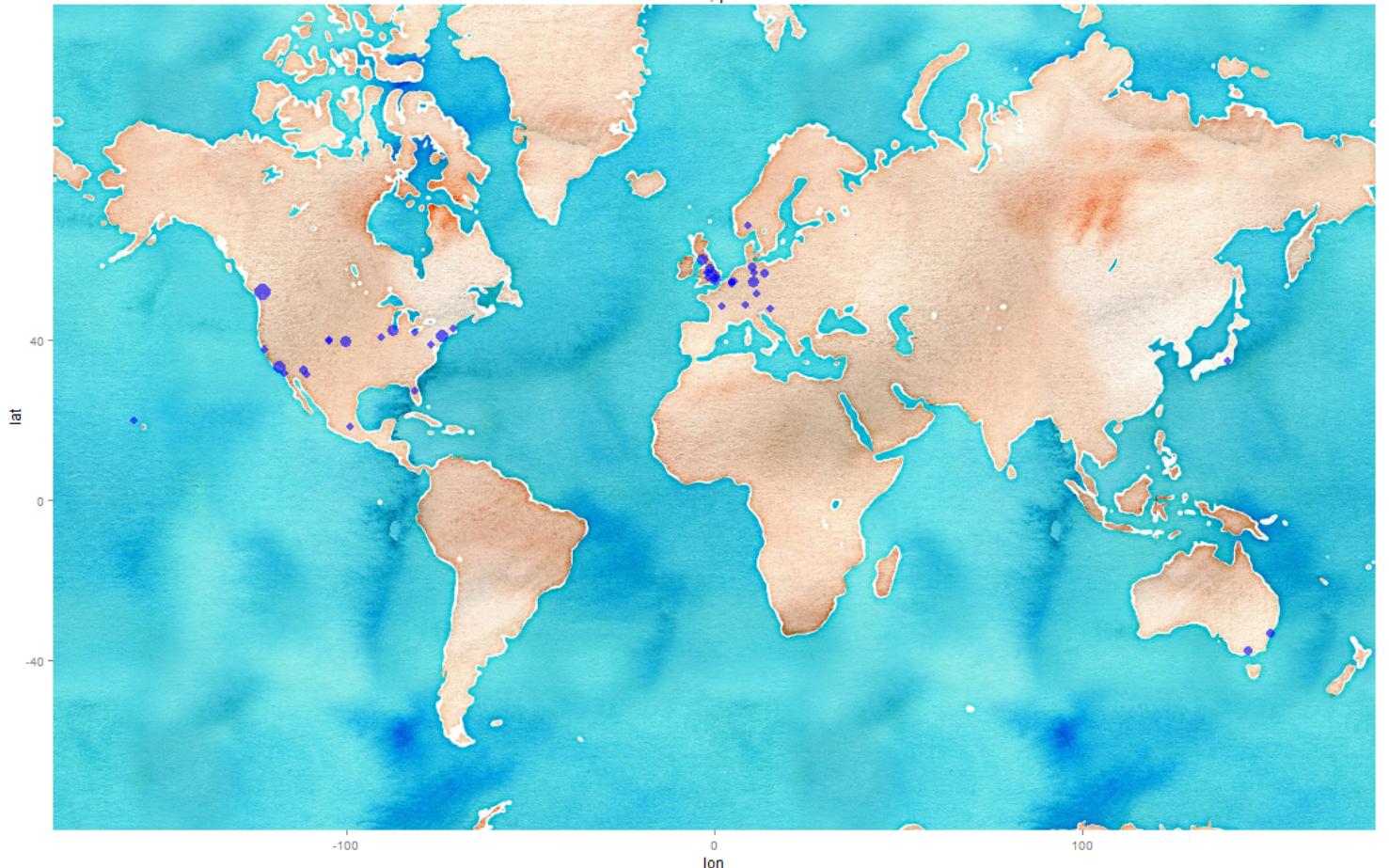
Industrial, pre 1985

industrial, pre 1990



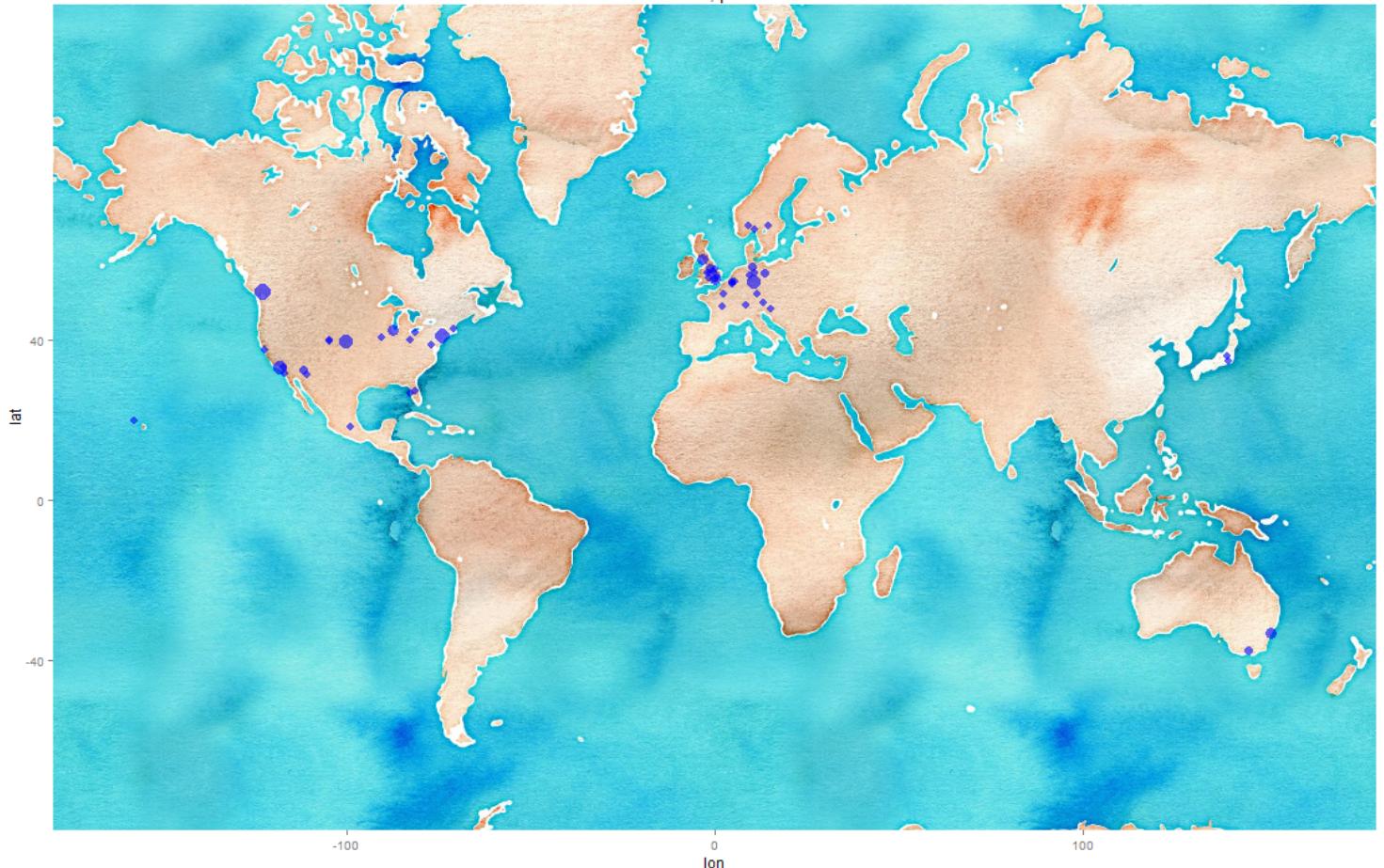
Industrial, pre 1990

industrial, pre 1995



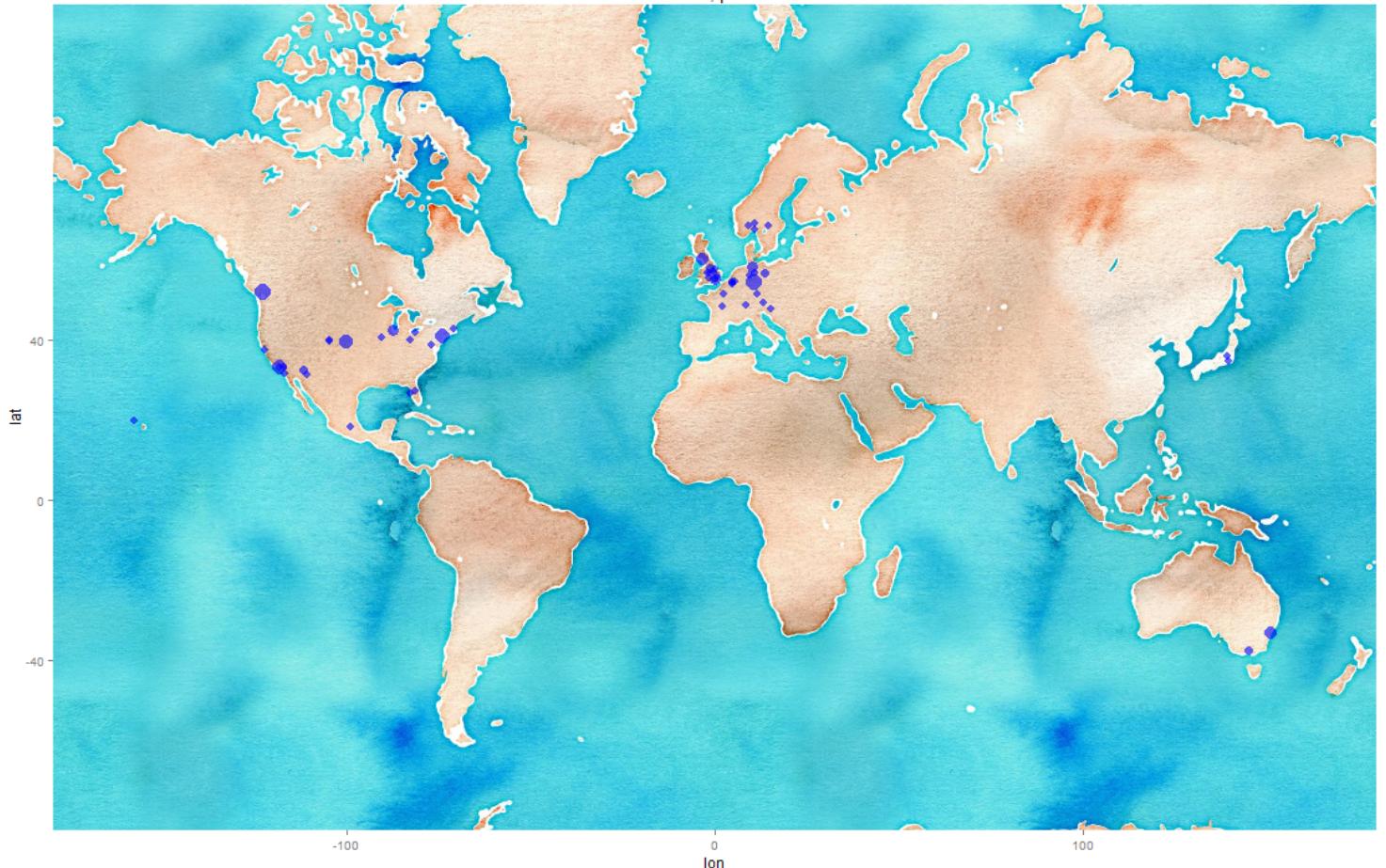
Industrial, pre 1995

industrial, pre 2000



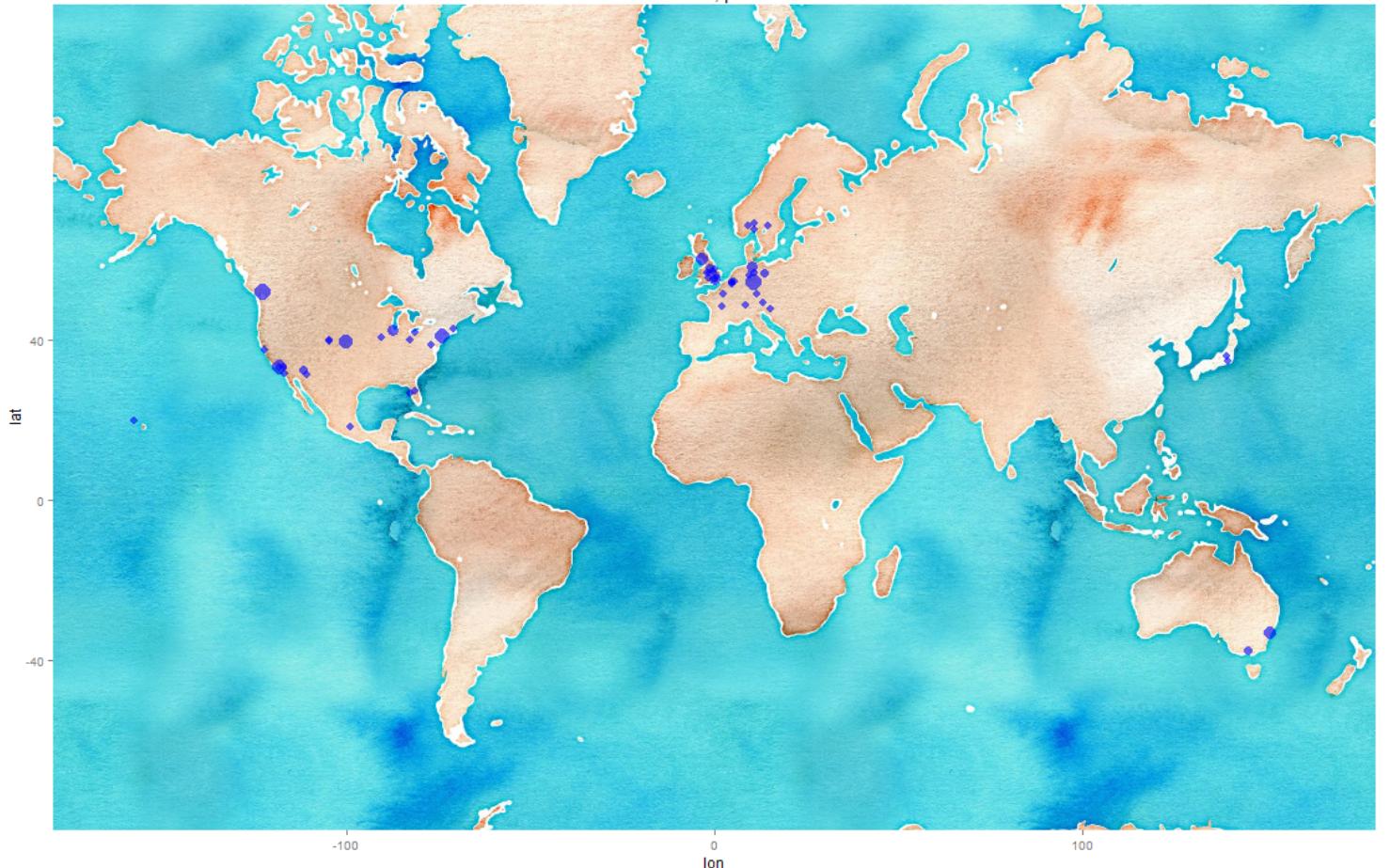
Industrial, pre 2000

industrial, pre 2005



Industrial, pre 2005

industrial, present



Industrial, present

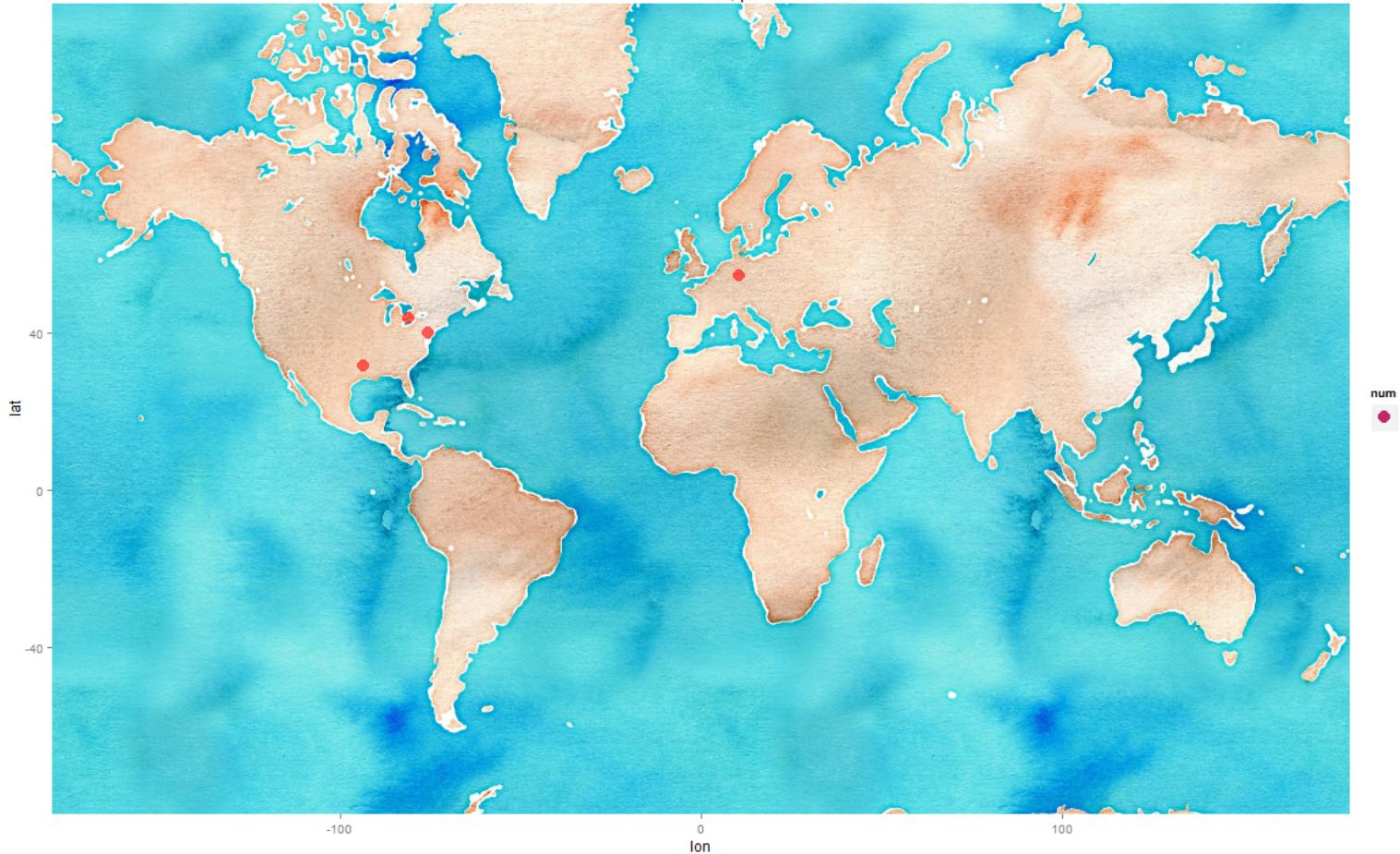
# Comparing Noise and Industrial

Mapping - Industrial is blue, Noise is red,  
overlap at a location is purple

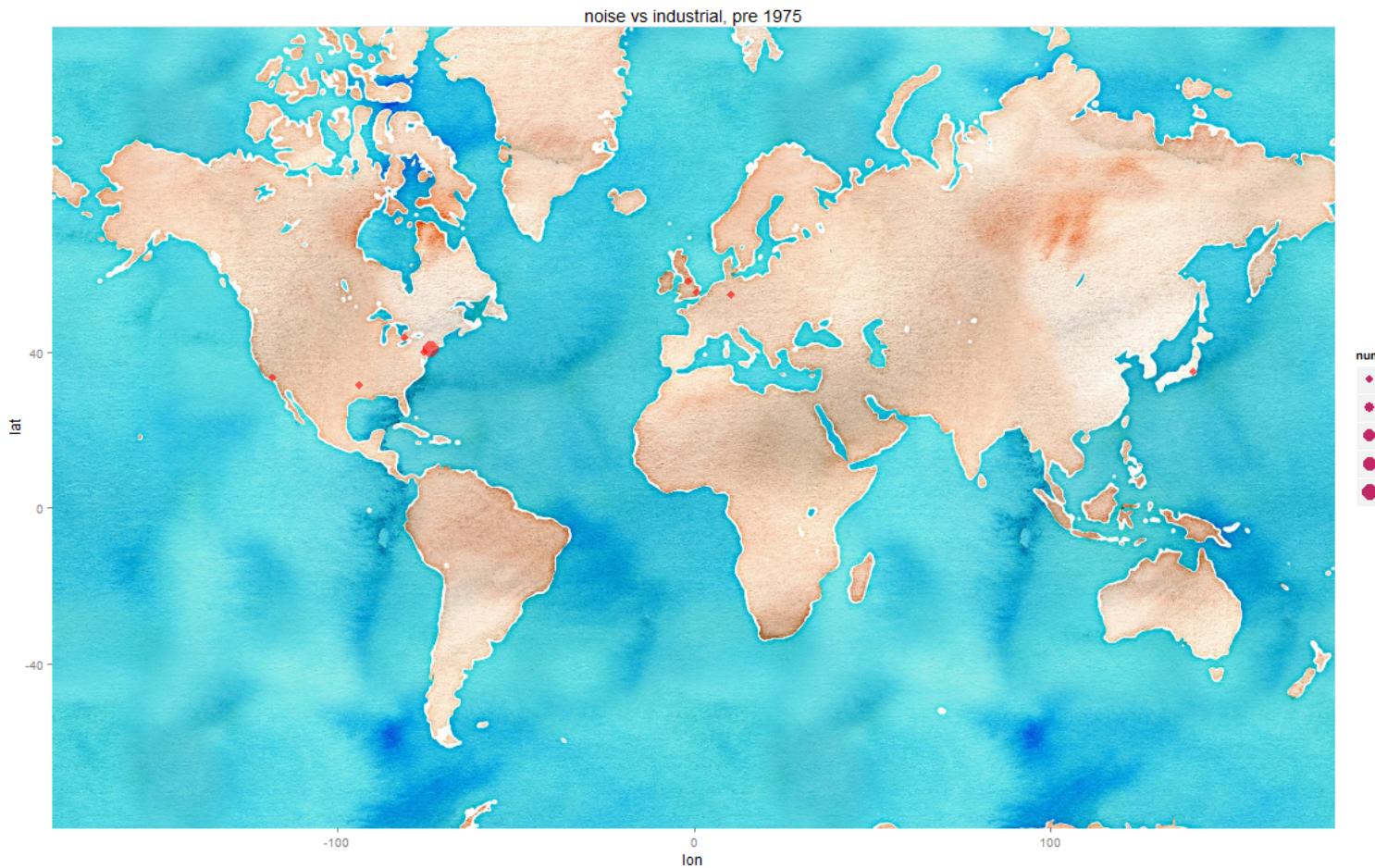
Industrial: “made with keyboards, electronic mechanical drum beats, experimental noise machines, and often avant-garde methods of incorporating samplers, distortion, synthesizers”

Noise: “Noise music includes a wide range of **musical styles** and **sound-based** creative practices that feature noise as a primary **aspect**. It may incorporate live machine sounds, non-musical**vocal techniques**, physically manipulated audio media, **processed sound recordings**...”

noise vs industrial, pre 1970

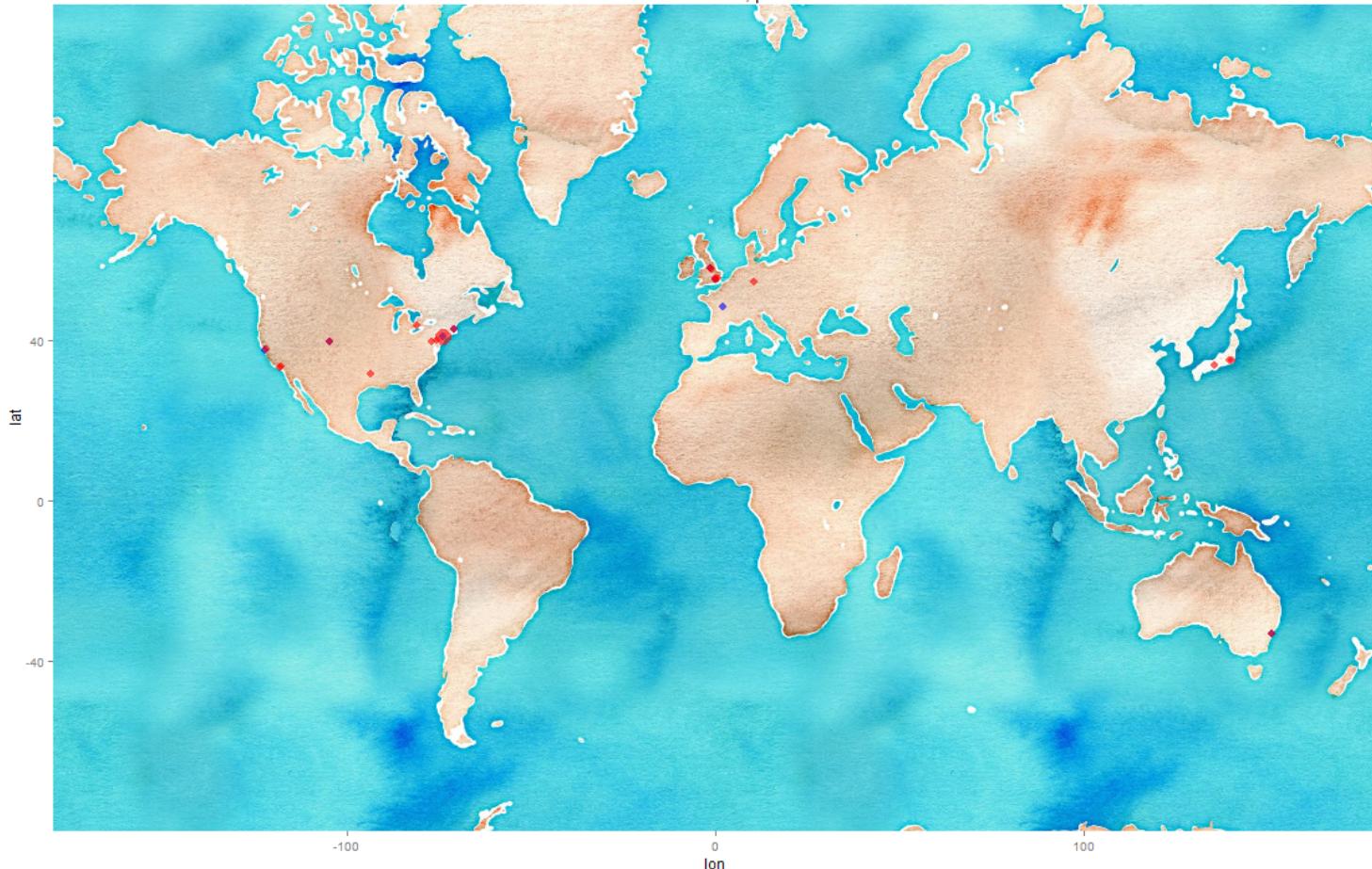


Noise (red) vs Industrial (blue), pre 1970

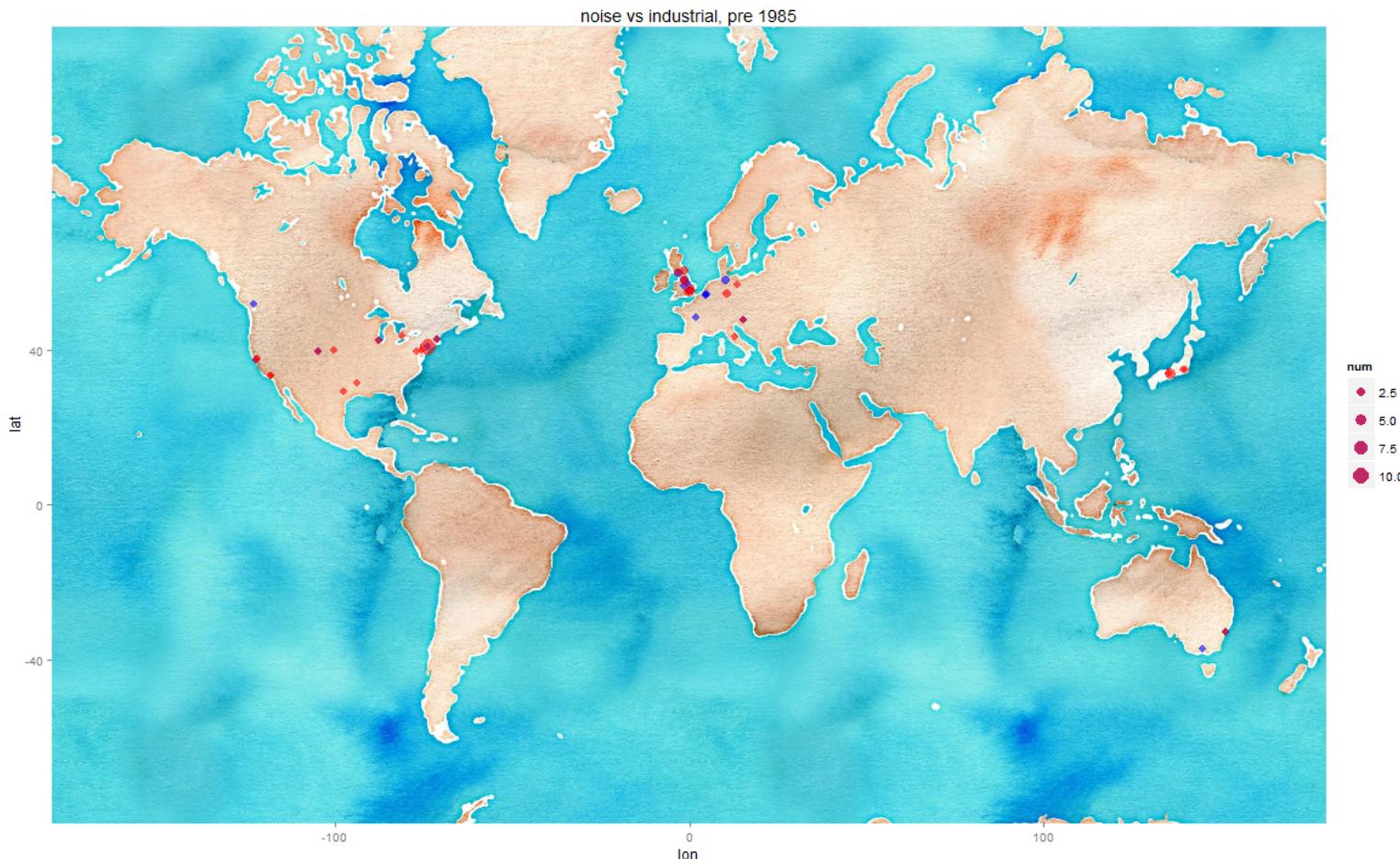


Noise (red) vs Industrial (blue), pre 1975

noise vs industrial, pre 1980

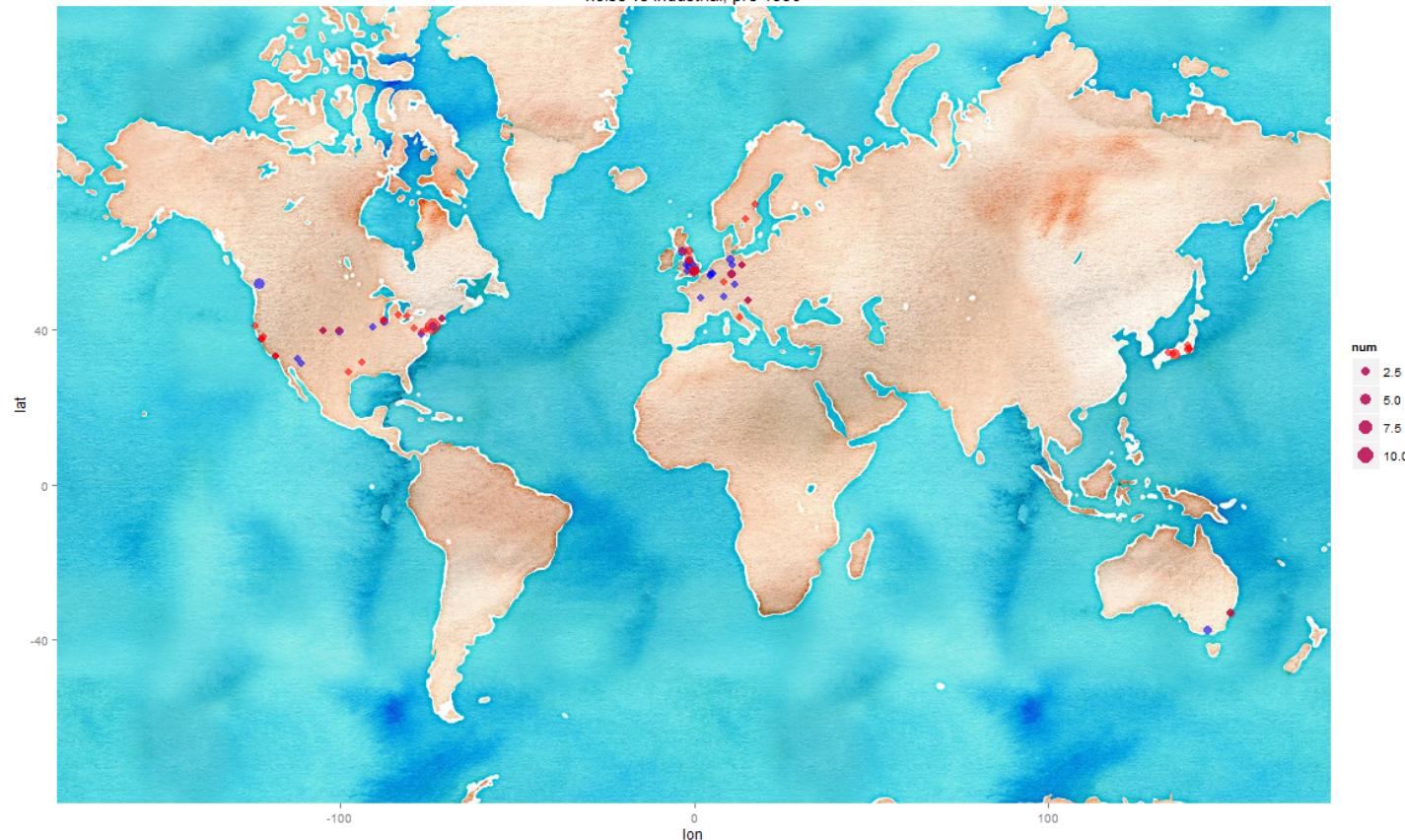


Noise (red) vs Industrial (blue), pre 1980



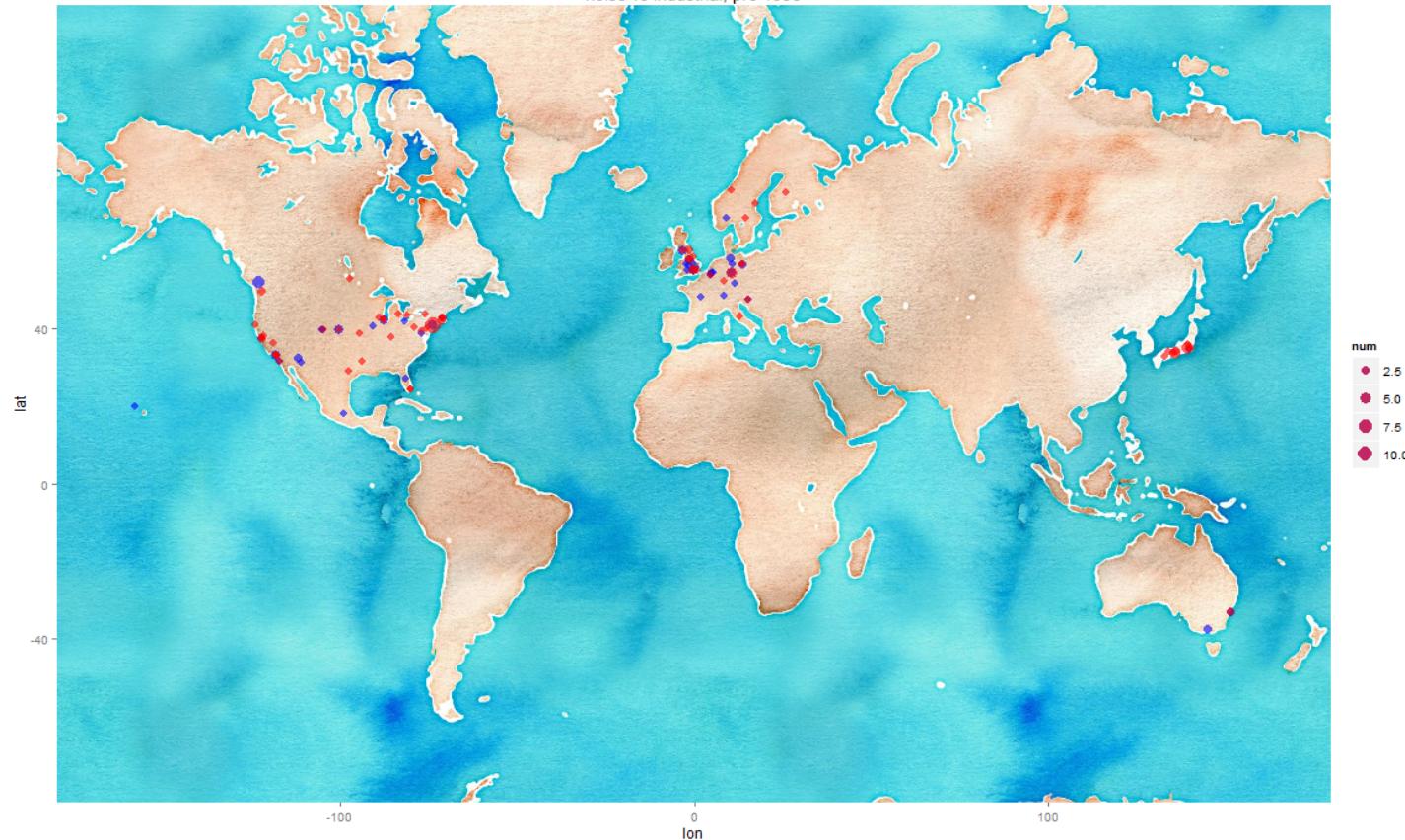
Noise (red) vs Industrial (blue), pre 1985

noise vs industrial, pre 1990



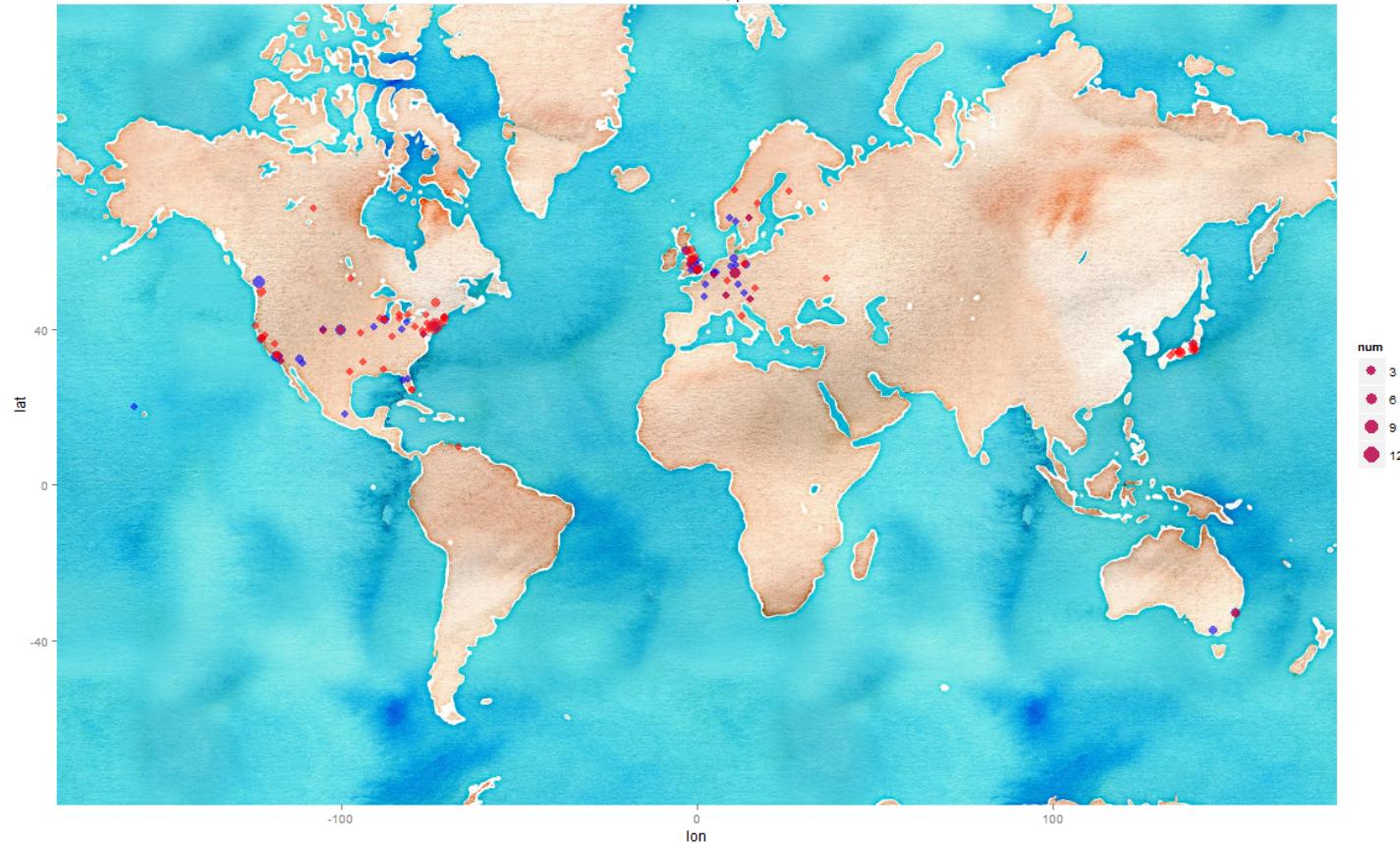
Noise (red) vs Industrial (blue), pre 1990

noise vs industrial, pre 1995



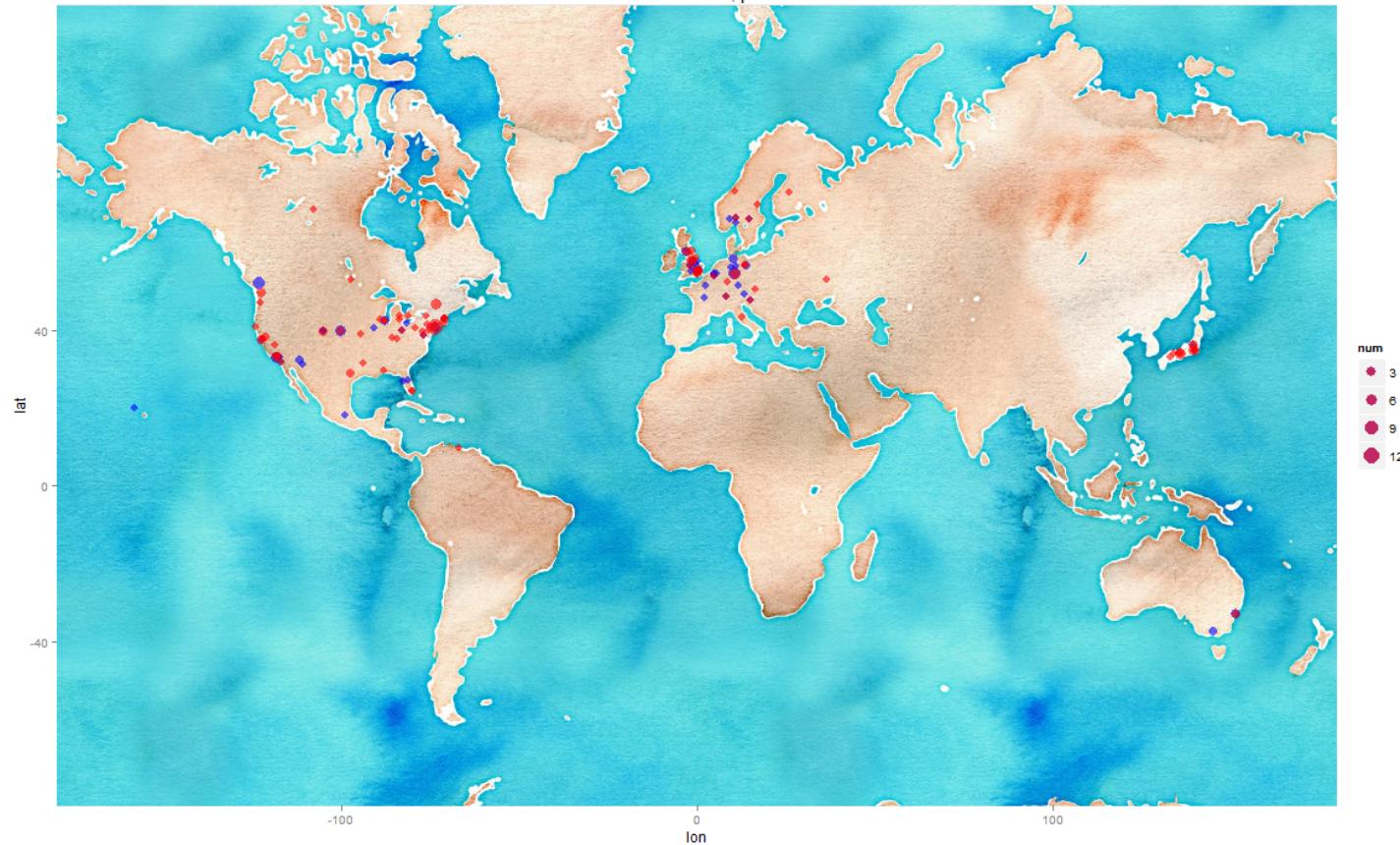
Noise (red) vs Industrial (blue), pre 1995

noise vs industrial, pre 2000



Noise (red) vs Industrial (blue), pre 2000

noise vs industrial, present



Noise (red) vs Industrial (blue), present

# Tools Used

- Python libraries
  - re (regex)
  - BytesIO
  - pycurl
  - geopy
- Wikipedia API
- R Library - GGMap
- makeagif