# Spotify

Infrastructure and Affordances



Explaining media jargon

# Affordances (in the context of psychology):

- J J Gibson (The ecological approach to visual perception, 1977): "The affordances of the environment are what it offers the animal, what it provides or furnishes, either for good or ill".
- Positive or negative (can be enabling or constraining)
- Also depends on the ability of organism ("relative to the animal").
- Neither subjective nor objective, or can be both.
- Concept of 'niche' (Affordances may be present for only one individual or a group of individuals but not for others- not merely materialistic, depends on interaction)
- Later used in cognitive science by Donald Norman (*Psychology of Everyday Things, 1988*) (door handle example)

## Affordances (in the context of media):

- What a particular technology/medium/platform allows you to do more efficiently or do in the first place.
- William Gaver came up with technology affordances in 1991 with HCI difference between perception and hidden affordances
- Social affordances (the affordance of a social media platform is its interactivity)
- High level and low level affordances
- Ambiguity Nagy and Neff talk about the inability of the term
- Came up with the notion of "imagined affordances"
- Seeing platforms as environments (Gavers buttons on screen)

#### Infrastructure:

- Allows us to recognise the action potential of a technology
- We need a certain amount of social/technological/economic/educational infrastructure for an affordance
- Infrastructure is the reason why affordances are not objective/not generalisable.
- There is no access to media without infrastructure
- Control over infrastructure wields more power than ownership of media (BSNL, IT industry in BLR, Jio, role of govt and increasing private role)
- Driven by commercial interests (in most cases, today at least)
- Controls content to a certain extent

### History of listening to music

(How did people listen to music before?)

- Radio, television
- The days of cassettes, CDs, vinyls are over (although vinyls are still considered cool)
- Music channels on TV (my after school VH1 and 9XM runs)
- Downloads from iTunes (not so popular as it had to be paid for)
- (illegally) downloading from websites on the internet- my number one sources being the websites songspk and musicpleer.
- Use of USBs and MP3s despite having YouTube



### Music Streaming

- In a technological sense, the term streaming refers to a data transferring process in which the simultaneous transmission and reproduction of a file is made possible without producing a permanent copy of the file on the device of the user.
- What have music streaming services contributed to the music industry?
- Significant shift from owning music to accessing it.
- Solution to illicit downloading(?)

#### Who are the contenders?

- Apple music, Amazon music
- Gaana, Jio Saavn
- YouTube
- Certain artists aren't on spotify
- Content in regional languages is limited
- So why spotify?

Finding the song on spotify





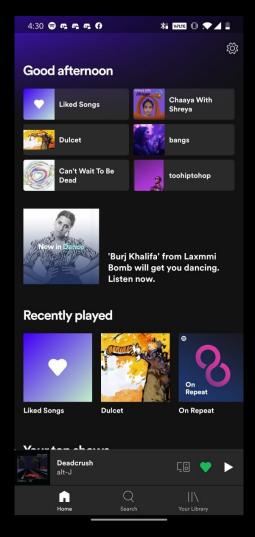


#### Infrastructure

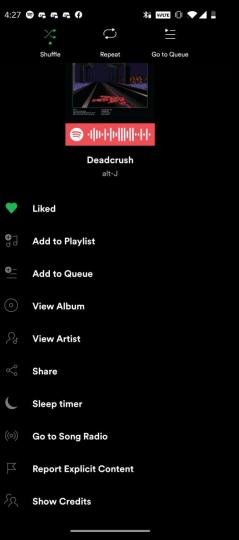
- Electricity includes transmission towers and cables from power plants
- A device with a functioning speaker system/ earphones or headphones
- Access to internet includes functioning servers
- An e-mail ID (or Facebook or Google account)
- A certain degree of literacy (and digital literacy)
- Leisure

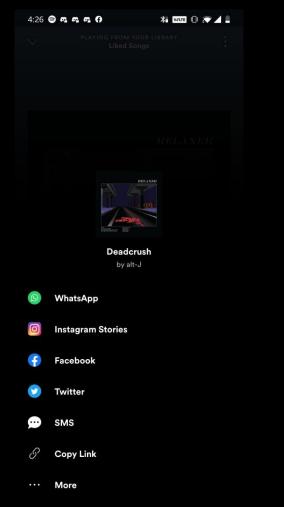
### Affordances

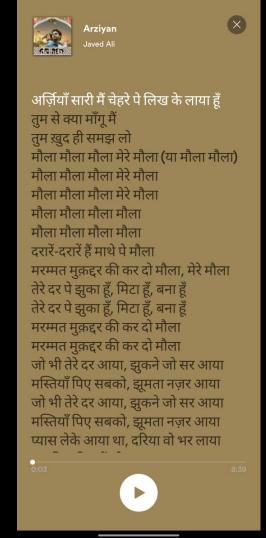
- To stream music/audio by artists across the world allows you to play, pause, skip, search
- Play albums, podcasts
- Create playlists, curates playlists, collaborative playlists
- Cross platform sharing
- Viewing lyrics and Genius notes
- Social interaction by following your friends and artists, listening to their playlists.
- Desktop app: Friend activity (my personal favourite)
- Premium users: Ad free listening, enhanced audio quality and group sessions, downloading music













- Platform for uploading their work (has to be paid for, except for podcasts)
- Source of income for artists/record labels: contracted royalties, 52% off the revenue per stream goes to the label (more than that of YouTube)
- Exposure through algorithms
- The algorithm for data crunching-listening activity, immense power to the app (hidden affordance)
- To advertisers: the infamous spotify ads, the duality of the ads- primary source of monetization, based on content behaviour.



# When a Spotify ad talks about how annoying Spotify ads are:



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The end.