CODEBOOK:

- **songname**: Name of the song
- **artistname**: name of the artist
- **Year**: year of award
- **decade**: decade of award
- **position**: Billboard's Top Year- End 100 ranking (1 being the best, 100 being the worst, 101 being not ranked)
- **win**: Grammy Song of the Year Status (0: no nomination, 1: nomination, 2: win (and nomination)
- AFTS – (from Spotify)
  - **acousticness**: A measure from 0.0 to 1.0 of whether the track is acoustic
  - **danceability**: 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
  - **energy**: A measure from 0.0 to 1.0 and represents a perceptual measure of intensity and activity. Typically, energetic tracks feel fast, loud, and noisy.
  - **instrumentalness**: Predicts whether a track contains no vocals. The closer the instrumentalness value is to 1.0, the greater likelihood the track contains no vocal content
  - **liveness**: Presence of an audience in the recording. Higher liveness values represent an increased probability that the track was performed live
  - **loudness**: The overall loudness of a track in decibels (dB). Loudness values are averaged across the entire track. Values typical range between -60 and 0 db
  - **speechiness**: Speechiness detects the presence of spoken words in a track. The more exclusively speech-like the recording (e.g. talk show, audio book, poetry), the closer to 1.0 the attribute value
  - **tempo**: 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
  - **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).