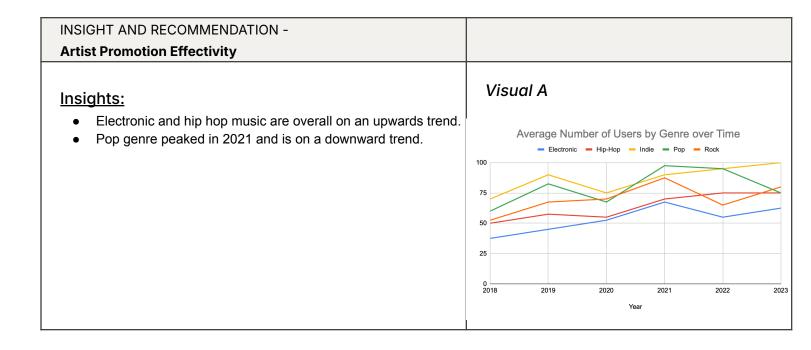
# **Project Status Report**

| REPORT DATE | COMPANY NAME | PREPARED BY       |
|-------------|--------------|-------------------|
| 01/27/2025  | Fresh Beats  | Samantha Servidio |

#### STATUS SUMMARY

As we aim for sustained growth in both cumulative revenue and promotional effectiveness, we must consider our unique revenue model to facilitate the exposure of new artists and overall success of the platform. The following analysis evaluated user conversion, user engagement, and artist promotion across individual genres to gain meaningful insights in support of the sustained growth of the platform. Across the board, our data shows that paid users are more active and engaged than free users; incentives for user conversion are worth deeper inquiry. The data has also shown that Rock is the key genre for free users; we should experiment further to see how this trend can be leveraged to convert them to paid users. The data also supports additional investigation in the electronic and hip-hop genres given the upward trend; we should increase our catalogue of tracks by soliciting appropriate artists with limited-time deals to capitalize on this pattern.



| NSIGHT AND RECOMMENDATION -   |  |
|---|--|
| Artist Promotion Effectivity  |  |
| <ul> <li>Product/marketing teams should try experiments to generate leads in alternative genres.</li> <li>Offer users a referral marketing option, so they can get a free trial of the paid tier by referring new users. This will also contribute to new additional exposure for emerging artists.</li> <li>Marketing should try focused campaigns targeting typical demographics for fans of these genres.</li> </ul> |  |
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### INSIGHT AND RECOMMENDATION -**User Engagement + Conversion** Visual B **Insights:** Paid users are more active (listen to more music) than free. Paid users have steadier growth and better user retention than free. Tracks listened by user tier over time Free Paid **Recommendations:** 25000 Consider intermediate tiers between free and 20000 paid, to make it easier to convert users from free 15000 to paid. Offer users a referral marketing option, so they 10000 can get a free trial of the paid tier by referring new users. 5000 Paid users are very valuable, so it is worth offering time-limited promotions and other deals to convert users from free to paid.

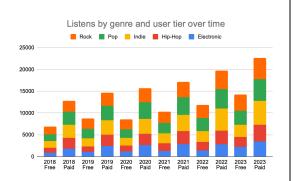
#### INSIGHT AND RECOMMENDATION -

#### **Genre Promotion for Emerging Artists**

#### Insights:

- Rock is the most popular genre for free users.
- Electronic and hip hop music are overall on an upwards trend.
- Pop genre peaked in 2021 and is on a downward trend.

## Visual C



#### **Recommendations:**

- We should analyze user retention in these genres, and consider how we can maximize it.
- Product/marketing teams should try experiments to generate leads in alternative genres.
- Marketing should try focused campaigns targeting typical demographics for fans of these genres.
- It is worth doing deeper research into previous years to understand why pop is on a downwards trend.
- Try promotions focused on rock that offer free trials to convert to paid users.
- We should analyze more ways to increase the engagement of rock-listening users, as a potential growth segment.
- Indie is particularly popular with paid users, so focus promotions there.

#### CONCLUSION

At the core of our platform and unique revenue model, user experience is the key to cohesive success. Across the board, paid users are more engaged with the platform than free users; incentives should be taken to increase the amount of paid users on the platform. To best serve our users and emerging artists, we should make specific actions based on genre engagement. Concurrently, Rock is the key genre for free users. We should experiment and research further to see how we can leverage this pool of potential paid users. The data also supports increasing our catalogue of tracks in electronic and hip-hop music to capitalize on the upward trend of user engagement within these genres. Parallel to this, we should solicit the appropriate artists and offer them deals (IE- time-limited free promotions) to both maximize the

| promotion of emerging artists to a target market of interested users; the same users who are likely to convert to paid memberships based on the upward trend in their engagement. |  |  |  |  |
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