

# Modelling cultural globalization on music streaming platforms

Tod Van Gunten  
Aybuke Atalay

School of Social and Political Science  
Social Data Science Hub ([sds-hub.ed.ac.uk](https://sds-hub.ed.ac.uk))  
University of Edinburgh

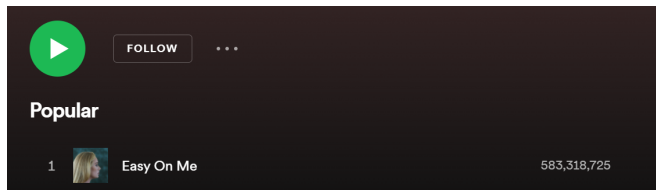


# Inequality and globalization in cultural markets

Cultural markets are 'winner-take-all:' measures of material success are very unequally distributed (Watts and Salganik 2011).

- ▶ e.g. ticket and book sales, auction prices, download and stream counts, etc.

**Global dimension:** in many contemporary markets, the highest levels of success can be achieved only by reaching global audiences.



# Models of cultural globalization

**Hierarchical convergence:** homogenization of cultural consumption based on forms produced in core/wealthy/powerful countries ('McDonaldsization')

- ▶ implies high inequality of material cultural success, with producers in central countries highly advantaged

**Polycentric diffusion:** less hierarchical, heterogeneous spread of cultural forms within different domains (Wimmer 2021)

- ▶ implies less inequality and multiple channels for regional and global success.
- ▶ supporting evidence from diffusion of Google search terms (Bail et. al. 2019) and music videos on Youtube (Dueñas and Mandel 2023).

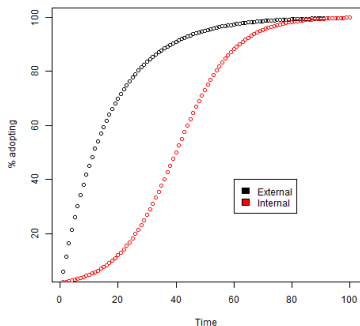
# Globalization as diffusion process

In addition to **extent** of globalization, **temporal process** of globalization can be used to test theories.

- ▶ Global simultaneity consistent with hierarchical rather than polycentric models

Diffusion processes (Rossman 2012):

- ▶ Internal: endogenous, word-of-mouth social influence process
- ▶ External: exogenous process driven by 'broadcast' information and coordination (e.g. marketing)



## Research context: music streaming

Music streaming platforms such as Spotify create a unified cultural marketplace with (near-) global reach.

- ▶ compare to pre-streaming world of radio play and physical album sales

Equalizing potential: platforms enable consumer choice, potentially giving artists opportunities to reach new audiences.

- ▶ evidence of increasing diversity of music consumption (Bello and Garcia 2021)

Or, consumption patterns on platforms may re-create inequalities.

- ▶ algorithmic curation, playlists, social media, online marketing, etc.

# Research questions

Does hierarchical convergence or polycentric diffusion better describe globalization of music streaming?

**Extent:** How represented are artists from different regions and performing in different genres among globally successful songs?

**Process:** Do global diffusion trajectories differ for artists from different regions and performing different genres?

- ▶ Is the diffusion trajectory of 'core' artists'/genres' songs more consistent with external diffusion than for other artists/genres?
- ▶ e.g. does mainstream pop go global simultaneously while non-core genres diffuse more gradually?

For convenience, I'll use 'core' to refer to economically and politically dominant regions: North America and Western Europe.

# Data: Spotify rankings

Daily stream counts for 200 most streamed songs in 68 countries between 2017 and 2021

- ▶ About 100k songs, 38k artists
- ▶ Artist genre collected from Spotify API
- ▶ Artist country (home market) collected from MusicBrainz database

Advantages: music streaming platform with largest market share

Limitations:

- ▶ Music consumption on Spotify is likely more global than all music consumption.
- ▶ Spotify not available in all countries (e.g. most African music consumption excluded from this dataset).
- ▶ Open data ended in late 2021

# Classifying genre

Spotify assigns up to three genre labels to each artist

- ▶ ~3000 unique genre descriptors
- ▶ substantial redundancy: e.g. 'K-pop' and 'K-pop boy band'
- ▶ Genres do not appear consistently nested

Data reduction: classify songs within genre complexes (Silver et. al. 2016)

Method: Generate bipartite artist-genre co-occurrence network and identify clusters using Leiden community detection.

- ▶ Reduces genre space to about 30 main genre complexes/clusters





# Most music consumption is local

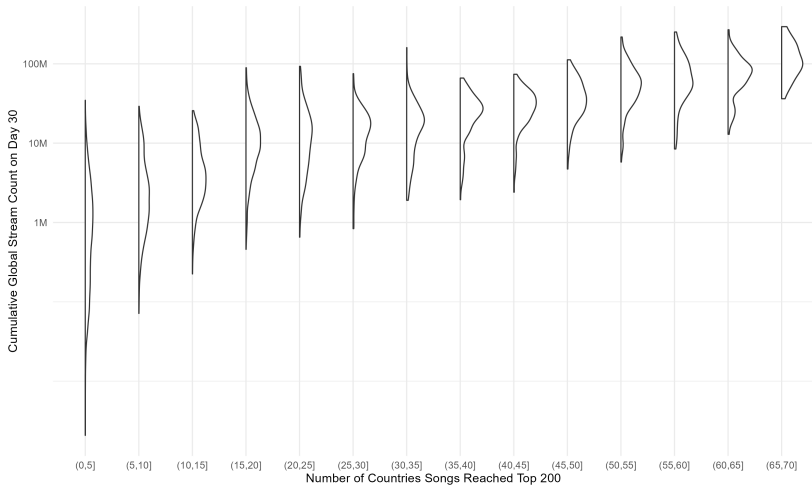
73% of songs in top 200 anywhere only reach top 200 in one country.

Strong evidence against cultural homogenization.

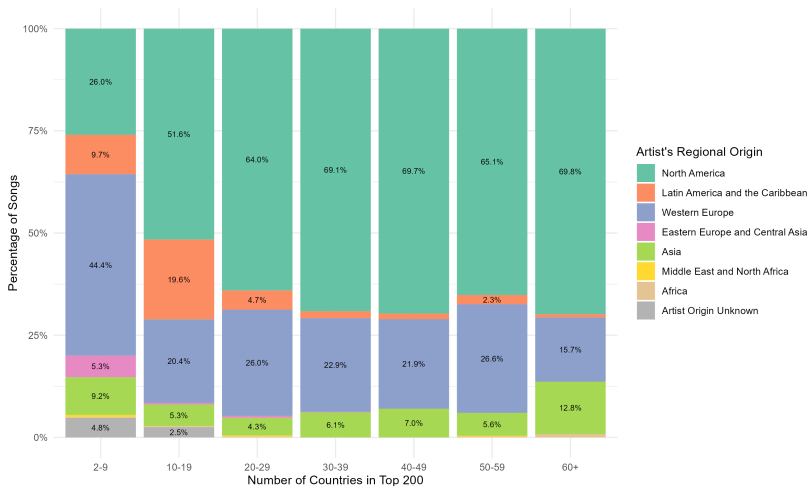
- ▶ However, this is more like non-globalization than polycentric diffusion

Important to bear in mind that selecting songs that do spread globally can be source of bias if we don't take this selection into account.

# If you want to be (really) big, you must be global

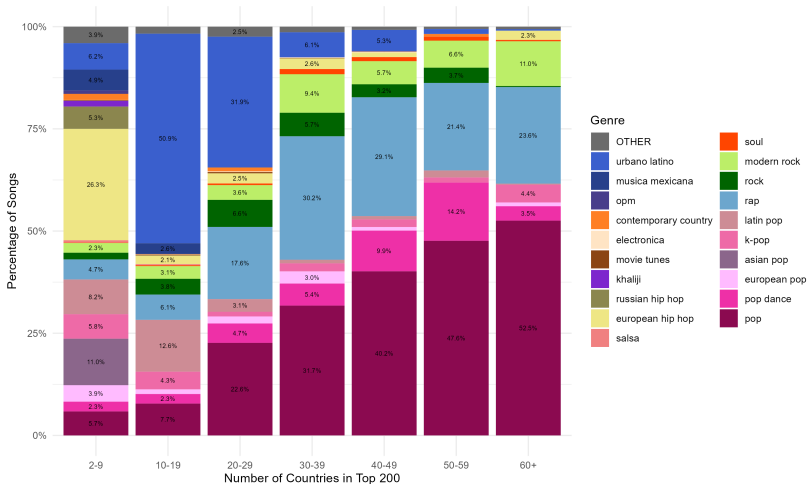


# Songs by North American and West European artists are most globally successful



Note: Artists with missing country/region excluded. Non-core artists may be under-represented

# Pop and (North American) rap are most globally successful



Note: songs with missing genre excluded. Non-core genres may be under-represented.

# The story so far

Global hits (50+ countries) are dominated by North American and Western European pop, rap and modern rock.

- ▶ Main exception is K-pop, which has carved out a small but meaningful global niche
- ▶ Urbano latino and other Latin American genres have substantial regional/linguistic niche

Globalized music consumption privileges core countries and genres, though consumption more generally remains heterogeneous.

- ▶ More consistent with hierarchical than polycentric model, but without homogenization.

# Modelling diffusion trajectories

Question: do diffusion trajectories vary by genre?

We model each song's diffusion process as a logistic growth curve:

$$y = \frac{\kappa \times y_0}{y_0 + (\kappa - y_0) \times \exp(-\mu_{max} \times time)}$$

$y$ : cumulative countries

$y_0$ : countries on day 1

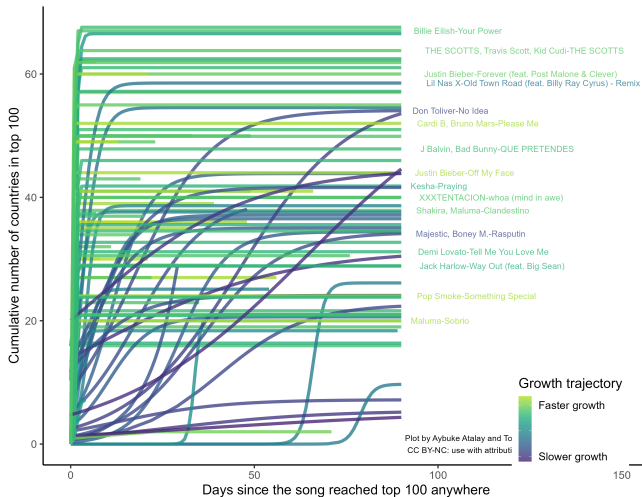
$\mu_{max}$ : maximum growth rate

$\kappa$ : number of countries reached

In progress: pooled Bayesian multilevel, non-linear model including song characteristics and temporal factors (seasonality)

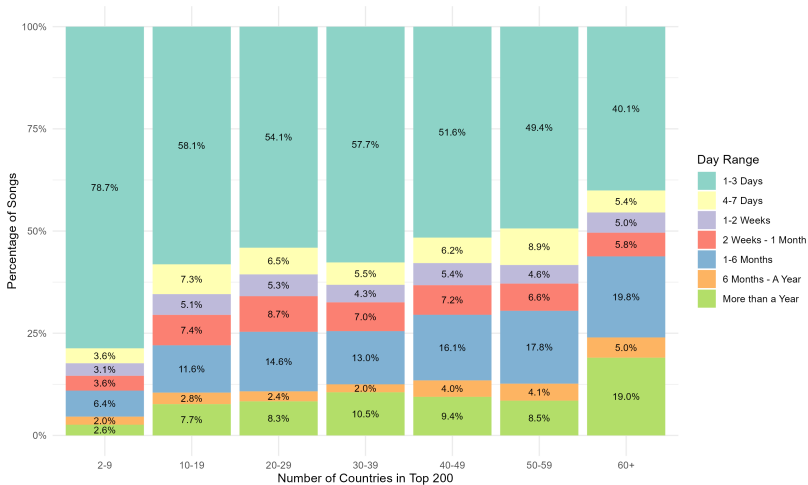
## Global Diffusion of Songs on Spotify

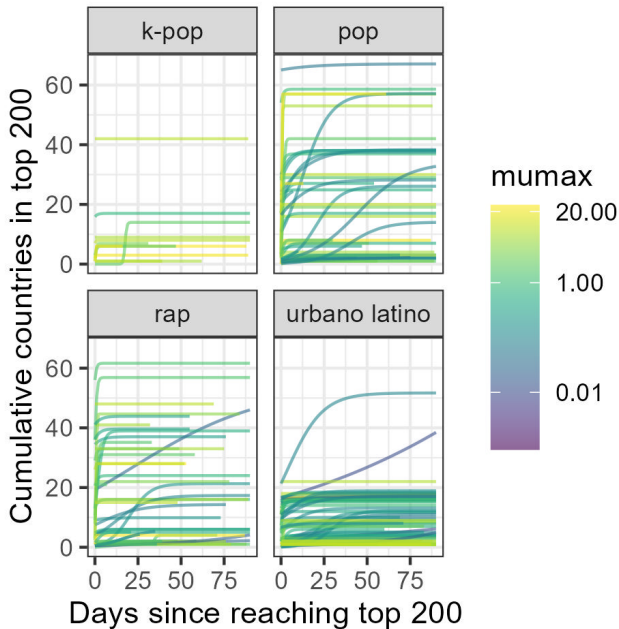
Modelled growth trajectories for a sample of 100 songs that reached the top 100 in more than 20 countries



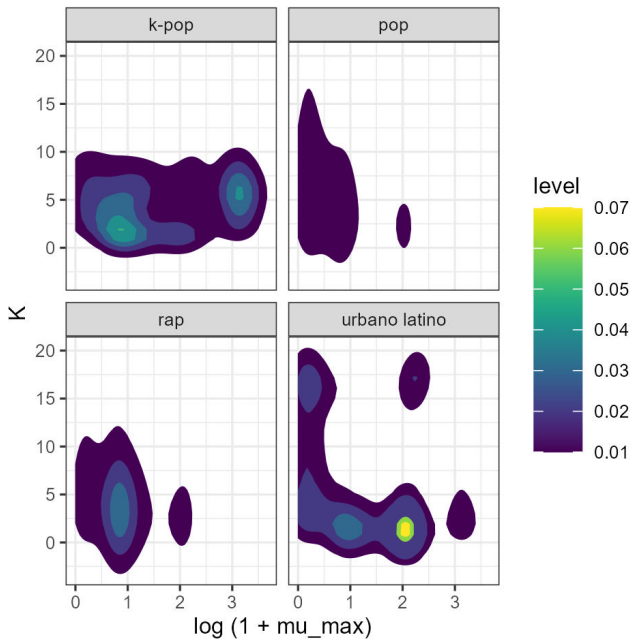


# Time to reach maximum number of countries





Note: a sample of songs from four selected genres



Note: all songs from four selected genres

# Diffusion of 'core' genres are not necessarily more simultaneous

Initial hypothesis: 'core' genres like mainstream pop are more synchronized than non-core genres, due to coordinating factors (marketing, algorithms, etc.).

If anything, non-core genres seem to spread quickly more often.

However, distribution appears bi-modal.

Across all genres, global/regional synchronization is common and internal diffusion is exception rather than rule.

# Conclusions

Most music consumption is local: inconsistent with cultural homogenization model.

But the songs that do spread globally are largely North American/Western European pop, rap and rock.

- ▶ K-pop and Latin American genres are the main partial exceptions
- ▶ support for Wimmer's polycentric model is limited even though no convergence

Diffusion trajectories vary by genre, but pop/rap are not necessarily more simultaneous.

# Final thoughts

Music consumption is not globally homogeneous.

However, cultural globalization is a homogenizing factor favoring core countries.

And, this process produces substantially higher returns (stream counts) for artists from these countries.

Thank you!

Questions/suggestions: [tvangun@ed.ac.uk](mailto:tvangun@ed.ac.uk)

Research supported by the Creative Informatics Programme  
(University of Edinburgh and Edinburgh Napier University):  
[creativeinformatics.org/](http://creativeinformatics.org/)

And the Centre for Data, Culture and Society: [cdcs.ed.ac.uk/](http://cdcs.ed.ac.uk/)