

Project status report

REPORT DATE	COMPANY NAME	PREPARED BY
10/14/2024	Fresh Beats	Nicole Emery
<div>STATUS SUMMARY</div> <p>The Fresh Beats BI Team aimed to analyze genre promotion effectiveness, optimize user engagement and retention marketing strategies, and identify emerging genre trends to contribute to a more engaging user experience.</p> <p>The key findings include:</p> <ul style="list-style-type: none">Increasing our catalog of tracks in electronic and hip hop music.Leveraging Rock as the key genre of free users as a conversion to paid user strategy.		

INSIGHT AND RECOMMENDATION																																											
<div>Insights</div> <ul style="list-style-type: none">● Pop genre peaked in 2021 and is on a downwards trend● Electronic and hip hop music are overall on an upwards trend.	<div>Visual A</div> <div><p>Average Number of Users by Genre over Time</p><table><tr><th>Year</th><th>Electronic</th><th>Hip-Hop</th><th>Indie</th><th>Pop</th><th>Rock</th></tr><tr><td>2018</td><td>35</td><td>50</td><td>70</td><td>60</td><td>55</td></tr><tr><td>2019</td><td>45</td><td>58</td><td>90</td><td>80</td><td>65</td></tr><tr><td>2020</td><td>55</td><td>55</td><td>75</td><td>65</td><td>65</td></tr><tr><td>2021</td><td>65</td><td>68</td><td>85</td><td>95</td><td>85</td></tr><tr><td>2022</td><td>55</td><td>75</td><td>90</td><td>90</td><td>65</td></tr><tr><td>2023</td><td>65</td><td>75</td><td>100</td><td>75</td><td>80</td></tr></table></div>	Year	Electronic	Hip-Hop	Indie	Pop	Rock	2018	35	50	70	60	55	2019	45	58	90	80	65	2020	55	55	75	65	65	2021	65	68	85	95	85	2022	55	75	90	90	65	2023	65	75	100	75	80
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<div>Recommendation</div> <ul style="list-style-type: none">● Marketing should try focused campaigns targeting typical demographics for fans of these genres.● Product/marketing teams should try experiments to generate leads in alternative genres.● It is worth doing deeper research into previous years to understand why pop is on a downwards trend.● We should analyze more ways to increase the engagement of rock-listening users, as a potential growth segment.																																											

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<div>Insights</div> <ul style="list-style-type: none">• Paid users are more active (listen to more music) than free.• Paid users have steadier growth and better user retention than free.	<div>Visual B</div> <div><p>Tracks listened by user tier over time</p><table><thead><tr><th>Year</th><th>Free</th><th>Paid</th></tr></thead><tbody><tr><td>2018</td><td>7,000</td><td>12,500</td></tr><tr><td>2019</td><td>8,500</td><td>14,500</td></tr><tr><td>2020</td><td>8,000</td><td>15,500</td></tr><tr><td>2021</td><td>10,000</td><td>17,000</td></tr><tr><td>2022</td><td>11,500</td><td>19,500</td></tr><tr><td>2023</td><td>14,000</td><td>22,000</td></tr></tbody></table></div>	Year	Free	Paid	2018	7,000	12,500	2019	8,500	14,500	2020	8,000	15,500	2021	10,000	17,000	2022	11,500	19,500	2023	14,000	22,000
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<div>Recommendations</div> <ul style="list-style-type: none">• Consider intermediate tiers between free and paid, to make it easier to convert users from free to paid.• Offer users a referral marketing option, so they can get a free trial of the paid tier by referring new users.• Paid users are very valuable, so it is worth offering time-limited promotions and other deals to convert users from free to paid.																						

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<div>Insights</div> <ul style="list-style-type: none">Rock is the most popular genre for free users.	<div>Visual C</div> <div><div>Listens by genre and user tier over time</div><table><thead><tr><th>Year</th><th>User Tier</th><th>Rock</th><th>Pop</th><th>Indie</th><th>Hip-Hop</th><th>Electronic</th></tr></thead><tbody><tr><td>2018</td><td>Free</td><td>2,000</td><td>1,000</td><td>1,000</td><td>1,000</td><td>1,000</td></tr><tr><td>2018</td><td>Paid</td><td>2,500</td><td>2,500</td><td>2,000</td><td>2,000</td><td>2,000</td></tr><tr><td>2019</td><td>Free</td><td>2,000</td><td>1,000</td><td>1,000</td><td>1,000</td><td>1,000</td></tr><tr><td>2019</td><td>Paid</td><td>2,500</td><td>2,500</td><td>2,000</td><td>2,000</td><td>2,000</td></tr><tr><td>2020</td><td>Free</td><td>2,000</td><td>1,000</td><td>1,000</td><td>1,000</td><td>1,000</td></tr><tr><td>2020</td><td>Paid</td><td>2,500</td><td>2,500</td><td>2,000</td><td>2,000</td><td>2,000</td></tr><tr><td>2021</td><td>Free</td><td>2,000</td><td>1,000</td><td>1,000</td><td>1,000</td><td>1,000</td></tr><tr><td>2021</td><td>Paid</td><td>2,500</td><td>2,500</td><td>2,000</td><td>2,000</td><td>2,000</td></tr><tr><td>2022</td><td>Free</td><td>2,000</td><td>1,000</td><td>1,000</td><td>1,000</td><td>1,000</td></tr><tr><td>2022</td><td>Paid</td><td>2,500</td><td>2,500</td><td>2,000</td><td>2,000</td><td>2,000</td></tr><tr><td>2023</td><td>Free</td><td>2,000</td><td>1,000</td><td>1,000</td><td>1,000</td><td>1,000</td></tr><tr><td>2023</td><td>Paid</td><td>2,500</td><td>2,500</td><td>2,000</td><td>2,000</td><td>2,000</td></tr></tbody></table></div>	Year	User Tier	Rock	Pop	Indie	Hip-Hop	Electronic	2018	Free	2,000	1,000	1,000	1,000	1,000	2018	Paid	2,500	2,500	2,000	2,000	2,000	2019	Free	2,000	1,000	1,000	1,000	1,000	2019	Paid	2,500	2,500	2,000	2,000	2,000	2020	Free	2,000	1,000	1,000	1,000	1,000	2020	Paid	2,500	2,500	2,000	2,000	2,000	2021	Free	2,000	1,000	1,000	1,000	1,000	2021	Paid	2,500	2,500	2,000	2,000	2,000	2022	Free	2,000	1,000	1,000	1,000	1,000	2022	Paid	2,500	2,500	2,000	2,000	2,000	2023	Free	2,000	1,000	1,000	1,000	1,000	2023	Paid	2,500	2,500	2,000	2,000	2,000
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Recommendations

- We should analyze user retention in these genres, and consider how we can maximize it.
- Try promotions focused on rock that offer free trials to convert to paid users.
- Indie is particularly popular with paid users, so focus promotions there.

CONCLUSION

The overall recommendations for the business based on the analysis and key insights are:

- Rock is the key genre for free users - we should experiment and research further to see how it can be leveraged to convert them to paid.
- We should increase our catalog of tracks in electronic and hip hop music - solicit appropriate artists and offer them deals (time-limited free promotion).

Data Source:

https://docs.google.com/spreadsheets/d/1eobdtCHzv2hzFniLHTiOTs-fAKKtPL_UvitNNQJN15Q/edit?usp=sharing