SonicVoyage

IPD 590 - Escape the Algorithm: Final Project

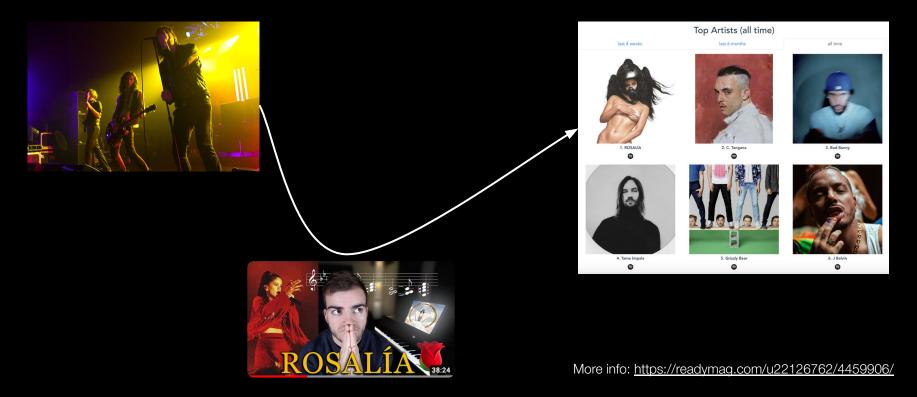
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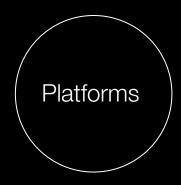
Outline

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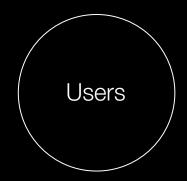
A Personal Story of Unusual Music Exploration



The Benefits of New Music Exploration



More diverse listeners have higher conversion rates from Free to Premium plans, and lower probability of quitting the platform (Spotify, 2020)



Might foster tolerance towards the unknown

Different genres bring different benefits (concentration, motivation...)

Enables an unlimited potential for exploration

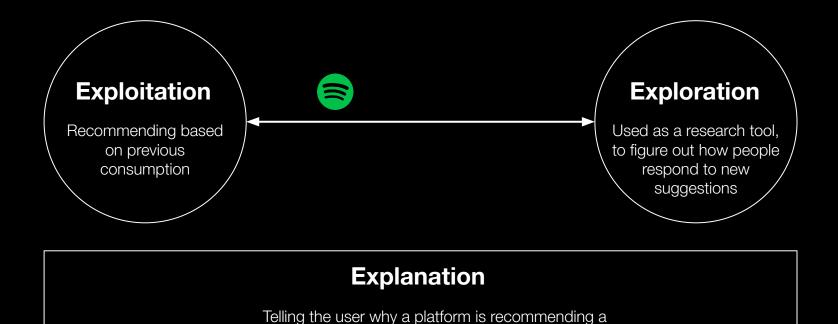
Allows people to be comfortable in more environments/with more people



Allows more musicians to live from their music (via streaming payouts and shows, merch, etc.)

*Like... really new. Not the last album of your favorite band or an adjacent artist

Content Recommendation Algorithms: The Three E's



certain type of content

The Algorithms We're Pushing Away From

Recommending music	Is safe because	But ends up in
Within the user's common genres	It fosters platform engagement and reduces churn	Taste bubbles/echo chambers, lack of real novelty
That is already very popular	It's good for established artists (who have multi million contracts with platform)	Limited exposure to new artists struggling to make money from their content

The Algorithms We're Pushing Towards

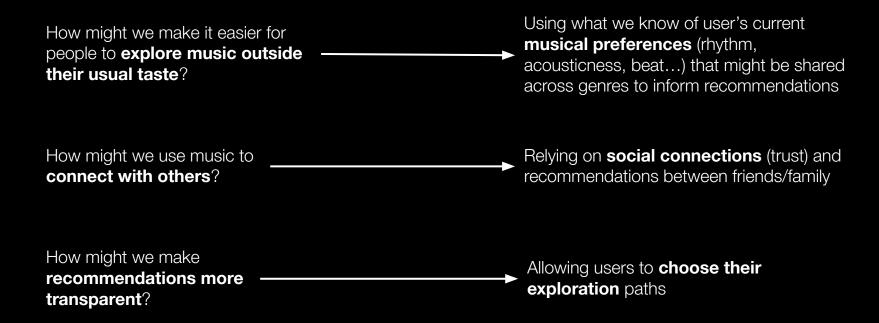
Recommending music... Is risky because... But ends up in... Outside the user's **common** Completely unknown content **Expanded** music might initially create a feeling tastes genres of **rejection** It might lead to **lower** Better conditions for That **isn't necessary** bargaining power with large less-known popular music labels musicians

Our **Audience**

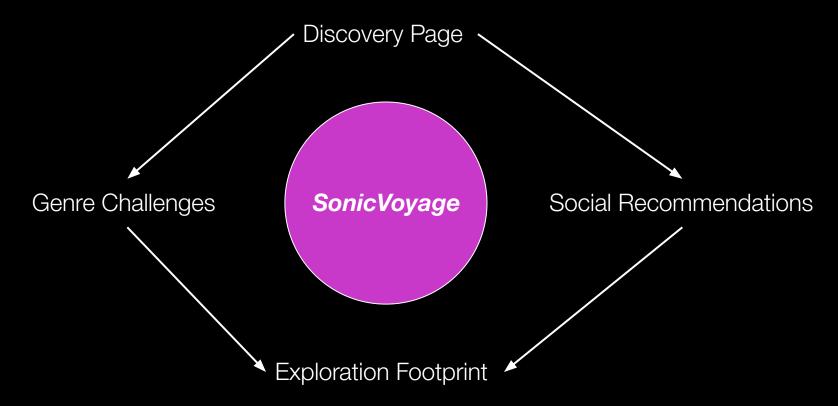
Music lovers who:

- would love to discover new music outside of their usual taste,
- don't know where to start, and/or
- currently feel **discouraged** by usual "genre-adjacent" recommendations.

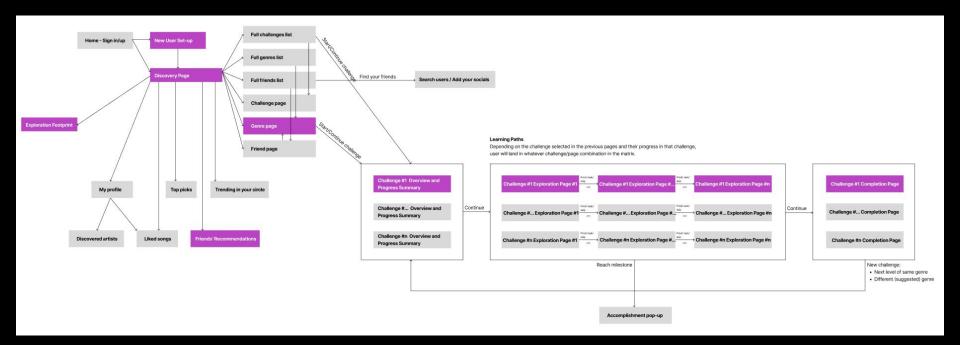
Mitigating the Rejection to Newness: How Might We...?



Feature Overview



Detailed Flow Chart



Prototype

Link to Figma prototype

Technical Feasibility

- **Technology exists and is freely available** - it just requires development work! (Spotify API calls + additional recommendation layer, standard social interaction flows...)

- Genre exploration challenges would require **manual curation** at the beginning (Later we could look into utilizing machine learning based on user listening patterns and explicit feedback)

Monetization

Some possible strategies:

- **Freemium model**: service mostly free, but advanced features (such as challenges beyond lvl. 1, or more than 2 challenges/month) require payment

 Acquisition: streaming services might be interested in incorporating the technology and user base

Things We Could Look Into in the Future

- **Improving user experience** based on user interviews and testing
- **Automating challenges** to expand to all genres (in the tens of thousands)
- **Embedding external articles** in the app (audio and video can already be embedded)