

Table 1 “My digital music experience”:self-report instructions

Notes: The report is about your personal experience of digital music listening in the upcoming two weeks, and your report will be used for academic research. You do not need to take any references, but write down your own experience, thoughts, and feelings under each question. Thanks for your time and kind support for our research.

Questions	Self-report
Q1: Do you consider yourself a digital native? Based on your observation, knowledge, and self-experience, what characteristics do you think digital natives have in terms of music-listening behavior or psychology?	
Q2: How do you usually listen to music? Please describe the situation and your behavior when listening to music, and share the meaning of music in your life.	
Q3: Which is your favorite music APP? Please describe your immersive experience when using this music APP and what attracts you most to keep using it. Would your music listening behavior be different if this music APP had never existed?	
Q4: What functions of the music streaming APP do you use apart from music listening? Please leave your opinions on the functions of social networking, comments, and video watching in music APPs. What other functions do you think the music APP needs to develop and why?	
Q5: Some people argue that music listening can satisfy their emotional needs. Do you agree with this argument? If so, how is your emotional need being met?	
Q6: Please describe the styles of music you listen to, your favorite music genre, and what the music listening brings to you.	

Table 2 Coding Sheet

Main themes	Sub-themes	Description	Codes
1. Self-perception and evaluation of the characteristics of digital native’s music listening (corresponding to RQ6)	1-1 Digital natives’ self-perception	Perceiving him/herself as a digital native	1. Yes
			2. No
	1-2 Self-evaluation of the characteristics of music listening	Evaluation of the significant characteristics of digital natives’ music listening behaviors (multiple choice)	1. Listening experience-oriented
			2. Privacy
			3. Fragmentation
			4. Accompaniment
5. Greater reliance on music			
6. Others			
2. The social interaction, motivations, and APP use of music listening	2-1 Music listening motivations	The main purpose of the features achieved by listening to music (multiple choice)	1. Killing time
			2. Accompanying behavior
			3. Relaxation
			4. Mood mediation
			5. Starstruck behavior
			6. Improving music literacy
			7. Enhancing friendships
			8. Finding friends with similar tastes in music

			9. Memories and recollections of life experiences
			10. Others
2-2	Ways of music listening	Main ways of listening to music (single choice)	1. Wearing earphones
			2. Sodcast
			3. Others
2-3	Mainly used features of music APP	The mainly used and preferred features of music APPs (multiple choice)	1. Music recommendations
			2. Comments
			3. Social networking(e.g. music sharing and listen to music together)
			4. Watching videos
			5. Starstruck
			6. Music recognition
			7. Others
2-4	Attitudes toward developing social and interactive features of music APP	Tendency to support adding more interactive features and extending other social features (except music listening) in music APP	1. Positive
			2. Negative
			3. Neutral
			1. Yes

3. Emotional value of music consumption	3-1 Recognition of emotional value of music	Recognizing the emotional value of music	2. No
			3. Unknown
	3-2 Reflections of the emotional value of music	The emotional value generated by music	1. Mood regulating
			2. Echoing with sentiments
3. Both			
		4. Others	
4. Music Preference and Self-Identity	4-1 Music preference	Having a clear musical preference	1. Yes
			2. No
	4-2 Preferred music genre	Favorite music styles (multiple choice)	1. Rock music
			2. Classic music
			3. Chinese pop music
			4. Western pop music
			5. Niche music(e.g. folk music, K-pop)
			6. Instrumental music
			7. Original soundtrack of movies, musicals, and plays
		8. Others	
4-3 Music and self-identity	Expressing that preferred music styles and genre can reflect personality	1. Yes	
		2. No	

Table 3 Basic Information of Participants

<b>Gender (n,%)</b>	<b>Age (n,%)</b>	<b>Ways of listening (n,%)</b>	<b>Digital music APP (n,%)</b>	<b>Music listening period* (n,%)</b>	<b>Daily listening hours* (n,%)</b>
Female (n=88,83.8%)	18 (n=28,26.7%)	Wearing earphone (n=100,95.2%)	NetEase Cloud Music (n=55,52.4%)	Short (n=12,11.4%)	Short (n=35,33.3%)
			Kugou Music (n=6,5.7%)	Medium (n=48,45.7%)	Medium (n=50,47.6%)
			QQ Music (n=40,38.1%)	Long (n=45,42.9%)	Long (n=20,19.1%)
Male (n=17,16.2%)	19 (n=77,73.3%)	Others (n=5,4.8%)	Apple Music (n=2,1.9%)	Average (6.02)	Average(2.34)
			Spotify (n=2,1.9%)		

\* Listening period:Short period(1-3 years),Medium period(4-6 years),Long period(7-10years);  
 Listening hours:Short(less than 1 hour),Medium(1-3hours),Long(more than 3 hours).

Table 4 Statistical Analysis of Coding Results

<b>Music Preference and Self-Identity</b>		
Having a clear musical preference (n,%)	Favorite music styles (n,%)	Expressing that preferred music styles and genre can reflect personality (n,%)
1. Yes (n=96,91.4%)	1. Rock music (n=15,6.5%)	1. Yes (n=23,21.9%)
	2. Classic music (n=12,5.2%)	
	3. Chinese pop music (n=55,23.8%)	
	4. Western pop music (n=47,20.3%)	
	5. Niche music (n=59,25.5%)	
	6. Instrumental music (n=24,10.4%)	
2. No (n=9,8.6%)	7. Original soundtrack of movies, musicals, and plays (n=8,3.5%)	2. No (n=82,78.1%)
	8. Others (n=11,4.8%)	

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**The social interaction, motivations, and APP use of music listening**

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Music listening motivations (n,%)	Mainly used features of music APP (n,%)	Attitudes toward developing social and interactive features of music APP (n,%)
1. Killing time (n=20,6.2%)	1. Music recommendations (n=41,16%)	
2. Accompanying behavior (n=82,25.3%)	2. Comments (n=73,28.4%)	1. Positive (n=50,47.6%)
3. Relaxation (n=96,29.6%)	3. Spocial networking (n=61,23.7%)	
4. Mood mediation (n=72,22.2%)	4. Watching music videos (n=45,17.5%)	
5. Starstruck behavior (n=7,2.2%)	5. Starstruck (n=9,3.5%)	2. Negative (n=35,33.3%)
6. Improving music literacy (n=4,1.2%)		
7. Enhancing friendships (n=12,3.7%)		
8. Finding friends with similar tastes in music (n=14,4.3%)	6. Music recognition (n=9,3.5%)	
9. Memories and recollections of life experiences (n=14,4.3%)		3. Neutral (n=20,19%)
10. Others (n=3,0.9%)	7. Others (n=19,7.4%)	

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**Emotional value of music consumption**

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Recognition of emotional value of music (n,%)	The emotional value generated by music (n,%)
1. Yes (n=100,95.2%)	1.Mood regulating (n=24,22.9%)
2. No (n=3,2.9%)	2.Echoing with sentiments (n=35,33.3%)
3. Unknown (n=2,1.9%)	3. Both (41,39%)
	4. Others (n=5,4.8%)

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