Abstract

Traditional dance is an art culture of Indonesia as a symbol in each region. Dance is an art movement that gives beauty to everyone. In Indonesia there are many types of traditional dance that has spread throughout the country, so that people would be hard to recognize the type of traditional dance.

In the study, constructed a system application for learning the art of Traditional Dance. Each user will be motion captured by kinect sensor in realtime, and generate skeleton joint every frame. Results of those frames are normalized in advance, and are processed to be recognized using the Dynamic Time Warping (DTW). The output of this system prodused a score of recognition accuracy the user perform a dance.

This DTW method can be applied to the human body motion recognition with obtain the average computation time 1085,877778 ms, and the recognition accuracy up to 87,77778%.

Keyword : *Tradisional dance, Kinect, Dynamic Time Warping*