

ABSTRACT

Nowadays controlling Audio Player still manually, by clicking the button functions that exist in user interface. This method is considered not effective and partial yet because when you access this program you should ignore the main job. Therefore should be a way to be easily and practically make the adjustment on the Audio Player to implement in a computer based on voice command. So that the sound is expected to be a practice command for remote control.

In this final project will be built a system to be able recognize voice input and analyze the accuracy of the system while running in Audio Player according the command. If the command match, it will be able regulate the song practically without having to touch it by hand. In this case the Template Matching used to identify or classify the input voice pattern which is the pattern have been stored in database. The system will be extracts voice command into two different kinds of characteristics there are Zero Crossing and Magnitude Average then become the input for this method of Template Matching.

The result of the implementation of this system can be recognize a command based on the human voice in running the Audio Player with the highest accuracy rate is 90 % and the results can be displayed less then 1,4 seconds. So that the system is good enough in terms of accuracy and speed in performing on Audio Player controls automatically.

Keywords : Template Matching, Audio Player, Zero Crossing, Magnitude