*ABSTRACT*

*DEVELOPING APPLICATION of GAME KUIZ EDUKASI 2D*
*ABOUT INDONESIAN CULTURE*
*USING SPEECH RECOGNITION*

*By*
DERRI MAHARA DILLA
10107530

*Generally game exist in Indonesia assessed negativity by many society. It's problems is a lot of circulating damage game and nothing education content in it. Mostly addictive child of damage game. Though, if instructed truly, game can become the medium learn pleasant.*

*Develop of Application of Game Kuiz Edukasi 2D About Indonesian Culture Using Speech Recognition. In addition to the intended to create the new matter with the voice interaction, this application also aim to preserve the culture, train the word speelling, and take the benefit in playing learning at at the same time, specially for the children of Elementary School.*

*Application of Game Kuiz Edukasi 2D About Indonesian Culture Using Speech Recognition is an application that hopely can help Indonesian cultural learning for primary school and train pronunciation with Indonesian content.*

*Keyword :* ***Game, Speech Recognition, Culture***