

Abstract

Currently, the development of technology is advancing. The use of media that is natural interaction such as touch screens are more and more. The interaction which have done is the identification and detection of the touch inputted. The attention is detection level to recognize the touch to the media.

This final project would work through the recognition of the touch gesture. Touch gesture recognition is gestures which proceed become a command in an application. One of the methods in gesture recognition is by Levenshtein Distance. Levenshtein Distance is a method that takes into account the minimum number of edits required to transform one string into another string, with an easy edit operations inserted, deleted, or replaced. Levenshtein Distance is selected for its simplicity and the ability to compare a string with a different length and can be modified to fit the chain code string of detected touch gesture that shaped the direction of the wind.

The results indicate that the Levenshtein Distance can detect the gesture with the optimum threshold. But the performances were not satisfactory due to weakness occurs when the gesture is performed not in a normal position, that is done varies with the tilt or rotation.

Key words: gesture recognition, Levenshtein Distance