

ABSTRACT

Music is sound that is arranged in such a way that it contains rhythm, song, tone, and harmony, especially from the sound produced by the instruments that can produce the rhythm. Music genre is the most commonly used way to organize a digital music database. Music in the same genre usually bears certain similar characteristics related to instrumentation, rhythmic structure, and musical pitch. Music acoustic features that can be used for classification by genre are timbre.

This study aims to classify music by genre using the k -nearest neighbor (k NN) method. Linking genres to music can make it easier for listeners to know the genre of music being heard by creating a genre classification system that takes data samples from the GTzan genre collection.

In this study, the author decides the number of genres that can be supported, namely classical, country, hiphop, jazz, reggae and rock. The best accuracy that can be obtained is 66%.

Keywords: *Music, Genre, k -nearest neighbor, Timbre*