

i-TOYZ talk to me...
**SPEECH RECOGNITION USING RSC-4128 DEMO/EVAL
TOOLKIT**

PROJECT REPORT

Submitted by

ADARSH LALAGE
[4SN06IS002]

JANARDHANA BHAT K
[4SN06IS025]

JAYAPRAJU
[4SN06IS026]

PRASANNA B
[4SN06IS038]

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Under the Guidance of

GOVINDA PRASAD N V

Assistant Professor

SRINIVAS GROUP



SAMAGRA GNANA

Department of Information Science

SRINIVAS INSTITUTE OF TECHNOLOGY

MANGALORE-574143, KARNATAKA

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ABSTRACT

Play is a critically important activity for children, especially very young children. Through play, children learn social roles and project their imaginations. Not long ago, new categories of toys were slower to emerge, and adults likely had personal experience with comparable toys. Today, new kinds of interactive toys are regularly developed and released on the market, and their long-term effects on children cannot be determined for many years.

The purpose of our project is basically for children's entertainment so that they can improve their imagination power. Once the child is capable to grab the things, these toys can be used for their educational purpose.

Our project, "I-Toyz" is an interactive toy, which responds to speech and the subtitle "talk to me" means this toy listens to user and responds user with speech. Project implements speaker dependent speech recognition. I-Toyz is based on Speech Recognition Technology. The RSC4x Dem/Evaluation V2 Toolkit enables us to develop I-Toyz using the world's most advanced speech processor on the lowest cost development platform available.

The interaction between user (child) and I-Toyz is achieved by training the demo evaluation kit for frequently asked questions by children and maintaining a sound table which includes response for those questions. The question asked by the child will be matched with the trained set of questions and toy will respond with proper answer.