Technology is advancing more and more every day and with it innovations that make life seem like something out of a sci-fi movie. Voice recognition is one of these innovations but not without flaw. The problem that voice recognition faces is its accuracy in detecting what you are trying to say. Most application developers today do not have the option to add voice recognition to their software because of its inaccuracies in default implementation. While a big company like Google holds one of the most accurate voice recognition API for its search service a small company with commercial applications of voice recognition technology, which has the potential to be big, would not sell because of known voice recognition inaccuracies by any company without a big name. To solve this problem an open source API needs to be created that has the capability to be implemented across different programming languages.

Google has been the most successful so far in developing voice recognition software with their search engine. Taking it a step further they have a web-based API that they have released which has allowed other developers to use their code in their own web-based applications. Applications using Google’s API are on websites, accessed through the web, and through web browser plugins. Because Google’s web speech API is web-based its applications are limited to online use within a Google Chrome browser.

By taking modern voice recognition techniques and porting them to other languages that can be used offline a library of code can be created and become the standard for use in products where voice recognition would be effective. The same way SQL became the foundation for data storage, organization, and filtering everywhere is the same way a company could become a similar foundation for voice recognition. After creating this, cross language library, software could be introduced by this company to inject applications with voice recognition with ease and increase the population of apps that take advantage of this efficient form of input.