**Voice-Control as a New Trend in Games Applications**

**Link:** <https://link.springer.com/chapter/10.1007/978-3-319-60639-2_24>

**1. Key Idea:**

Nowadays, we’re moving to a new world of technology and input devices designed to fit specific times and places, such like voice activation for computer games and app games. Automatic speech recognition systems are not a new concept in modern app games this is the main key idea (recognition)

**2. Background Knowledge:**

We have to press keys in order to give command it is harder as compare to speak and give command so they are trying that user can play game by speaking only.

**3. Assumptions:**

Assuming we have just working one accent only.

**4. Contribution:**

they are contributing new thing as they are allowing user to play games by just speaking.and giving command and they are creating it as a new trend.

**5. Critical Points:**

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