

## **ABSTRACT**

*Indonesia is one of the countries that have a low English proficiency levels. This is due to the lack of assertiveness in English education in public from an early age. Learning using conventional methods tends to make students bored and do not capture the material well. Advances in technology is an advantage for the learning system to move from conventional learning media to interactive learning. The progress in multimedia makes it easier for students to study interactively, one of them is Augmented Reality (AR). Making Augmented Reality-based applications makes it easier for students to understand material easily and pleasantly because it combines audio, visual and animation elements in three-dimensional (3D) forms. In making English object learning applications, students will be taught how to pronounce and spell English words correctly.*

**Keywords:** *English, Augmented Reality, application.*