

ABSTRACT

This Augmented Reality (AR) application regarding classroom objects is based on introducing objects in the classroom to elementary school children. The purpose of introducing this AR-based classroom object is to be an alternative due to the Covid-19 pandemic which requires elementary school students to carry out the online learning process at home. The current technological advances are an advantage for the learning system to move from conventional learning media to interactive learning media, one of which is AR. Making this AR-based application makes it easy for students to understand the material easily and fun because it combines audio, visual and animation elements in three-dimensional (3D) form. In making English object learning applications, students will be taught how to pronounce and spell English words correctly.

Keywords: English, Augmented Reality, Application.