ABSTRACT

Information needs in the era of the all powerful, as now, of course, English language skills will be crucial as well as daily necessities. In addition, English is supporting the success of the study all fields of study. Along with the development of cellular mobile technology also has become more rapid and can be felt throughout the world and used in a variety of life. This development can be used also in education and is one way in mobile learning.

In this study designed an English speech recognition applications. This application provides the facility to learn about basic introduction that includes the English alphabet, numbers, colors, and animals are accompanied by examples of images and is equipped with a voice in order to facilitate learning and interaction between learners with learning materials.

In designing this English language speech recognition applications using J2ME (Java 2 Micro Edition) because it can be used on mobile devices with limited resources. In these applications the material shown is the menu along with the introduction of English language exercises, which can be run on the emulator that has been provided by the NetBeans application development java 7.1 or implementation on real mobile devices.

Key words: English language, J2ME, Mobile Phones