

ABSTRACT

The Lampung Museum is one of the tourist area in Lampung province. Other than as a tourist, visitors who come to this Museum will also be various kinds of information and learn about the cultures of Lampung. The Lampung Museum is very rich in information as well as prehistoric culture in Lampung is less provide signage dan wayfinding. Including the lack of a map of the location to notify any area that is in the Lampung Museum from floor 1 to 2. In the making of the Lampung Museum signage and wayfinding, the author use several methods of analysis that is, the method of observation, interview method, study of the library and questionnaire to get the data or information is required. The main purpose of creating signage and wayfinding in Lampung Museum are to help visitors and people directed to the location who want to intended and designing informative signage and wayfinding and effective at the Lampung Museum which adopted the local identity for effectiveness visitors to know location and layout of the room in Lampung Museum and obtain the information needed while in the Lampung Museum.

Keywords: *Signage, Wayfinding, Lampung Museum, Information, Local Identity.*