

## **ABSTRACT**

*Museums are a second source of learning apart from schools. The advantage of the museum is that visitors can see firsthand the evidence of the learning so that the reception of information becomes more leverage. However, currently many museums in Indonesia are not delivering information optimally. This phenomenon occurs due to the condition of the museum that cannot adapt to this modern era, even though the delivery of information has been dominated by technology. In addition, the impact of the delivery of information that is less than optimal also comes from the rigid interior elements because the museum is a class A cultural heritage whose changes must be as small as possible. This design is a re-design of the Bandung Geological Museum which aims to create a means of delivering information about geology with a space design that is in accordance with the present, namely by using technology-based information delivery in order to maximize the information that the museum wants to convey. Data collection methods used include interviews, observations, questionnaires, field studies, documentation, and literature studies. With this research, it is hoped that the design concept of geological museums and other museums can be realized by applying interior elements and delivering better information. Thus, maximum educational and entertainment facilities can be useful for the entire community, especially education actors and students. The result of this research is the redesign of the Bandung Geology Museum which applies an interactive technology approach.*

**Keywords:** *museum, interior, geology, technology.*