

ABSTRACT

In today's digital era, correspondence and stamp collecting activities are rarely done so the Pos Indonesia Museum is a place for visitors who have never been and want to experience a time when correspondence is still being done. However, it is unfortunate that the museum's collections are only exhibited without any special treatment such as interior processing, space concepts, plots, circulation, and storylines that cannot be felt. This design can revive the museum with a different concept through the Space Psychology Approach. The design methods that the author uses include literature studies, comparative studies, field surveys, interviews, and questionnaires. The purpose of this design is to show the uniqueness of the museum with themes and concepts that are more attractive to visitors without losing the function of the museum. The theme taken for the design of the Pos Indonesia Museum is a time machine and space atmosphere. It is hoped that with the application of this theme, visitors who have never felt and know the process of correspondence can feel it, and visitors who are in that period can feel back in time when correspondence was still being done.

Keywords: Museum, Interior, Time Machine, Space Atmosfer, Space Psychology.