

ABSTRACT

INTERIOR REDESIGN OF MUSEUM NASIONAL INDONESIA USING TECHNOLOGY APPROACH

Pinkan Resti Maheswari

Interior Design, School of Creative Industries, Telkom University

Jl. Telekomunikasi No.1, Terusan Buah Batu, Sukapura, Bandung, West Java 40257

Museum is a place that stores fragments from the past as proof that as time goes by, all aspects of life will experience development. Museums have main functions including conservation functions, educational functions, and recreational functions. The recreational function does not have to be in a certain form, because basically in this context it is an attempt so that visitors are not bored with the objects on display in the museum which can be called the museum fatigue phenomenon. With the recreational function of the museum, it is hoped that this phenomenon will be reduced. Museum Nasional Indonesia is one of the museums registered as a cultural heritage building which has fulfilled the function of a museum in general. However, this museum still lacks recreational functions within the scope of the interior. It is necessary to solve problems that are specific in the interior aspects by implementing technological aspects in the exhibition room, which in this case are ruang pameran keris dan senjata, and ruang pameran wayang. In its application, it uses the theme Encouraging the Four Human Sensory which aims to stimulate the four human senses, like audial, visual, thermal, and olfactory, as well as applying the Beyond Through Dynamism concept which focuses on using dynamic aspects to create an impression that is not boring, so can solve the problem of the museum fatigue phenomenon.

Keywords: *interior design, museum, sensory, technology*