

ABSTRACT

Abstract: Museum is an institution that preserves, protects, utilizes, develops, communicates, and exhibits historical items, including cultural products, humans and their environment, which is not for profit and aims to serve the community. Museumized objects are expected to be a means of education and can be enjoyed by the public, as well as a place of useful recreation. The existence of many car communities in Bandung City requires a place for gathering and for holding national and international car community events. Thus, a public recreational place about the history of cars in Indonesia is needed, as a community facility as well as educative recreation place that can be visited by the public. The results of comparative studies that have been carried out found problems that exist in the transportation museum, including the many circulation directions in the museum that make the flow of the museum unclear, the delivery of information on collection objects that is not evenly distributed and the less than optimal display. These problems have an impact on the lack of museum visits by the public. Therefore, the design of the Car History Museum in Bandung City should focus on the circulation system and displays that can provide new experiences in education and information delivery with the application of technology in the museum.

Keywords: Museum, Technology, Display, Circulation