

ABSTRACT

The music industry is increasingly experiencing development from all aspects. The music industry is also very attached to teenagers. The phenomenon of music nostalgia, that music has an influence on the development of adolescents starting to enter the social world, relationships with peers, and the formation of self-identity is a factor that teenagers are one of the biggest targets targeted by the music industry. In addition, Bandung has a barometer of music development that stands out because of its calm atmosphere. Therefore, Bandung was formed to be very memorable as a place of work, one of which is a music museum for the community, especially youth and music communities. The design of the Indonesian Music Museum aims to provide an informative and interactive space experience about the development of music in Indonesia per phase but still maintain the educational values contained in the stories to be conveyed and aesthetics that are in line with the biggest target market for music in Bandung, namely youth. Research is conducted qualitatively to identify and understand the importance of user problems to support their activities and needs. Through defining objects, collecting primary and secondary data, analyzing and synthesizing data. After the design problem is solved, a solution is applied by applying a narrative approach that focuses on the problem of systematic spatial experience and circulation flow.

Keywords: *Museum of Music, Youth, Bandung, Informative, Interactive, Narrative.*