

## **ABSTRACT**

*Indonesia is a country with the highest biodiversity wealth, ranking second in the world. Unfortunately, not many Indonesians know about this wealth, due to the lack of facilities to educate the public, for example museums. Indonesia has one animal museum, namely the Bogor Zoological Museum. This museum is located in the Bogor Botanical Gardens area which is a tourist attraction and an icon of the city of Bogor. The Bogor Zoological Museum exhibits collections of various types of preserved animal bodies in Indonesia. This museum is a type C cultural heritage with the characteristic of a Dutch Colonial style building, so that only a few changes have occurred in this museum. In addition, the presentation of the collection is very simple, making visitors easily bored. Some visitors only glance at it without understanding the knowledge of the collection of objects on display. This is not in line with the museum's vision, which is to become the latest and most trusted center for information on Indonesian fauna. Because this museum is a cultural heritage, several cultural heritage regulations will complicate the necessary updates based on the design concept to overcome problems or phenomena that occur in this museum. Therefore, a new design is needed for the museum with a technology-based Fun-Learning approach to attract visitors. The Fun-Learning approach is expected to enable visitors to learn about the richness of fauna in Indonesia in a fun way supported by technological devices so that the museum's existence is maintained and not eroded by increasingly sophisticated developments.*

**Keyword:** *Museum, Technology, Zoology.*