

## DAFTAR PUSTAKA

- Angelika, A., Purnama, I. Y., & Andraini, N. I. (2023). the Implementation of Interactive Technology Display in Jakarta Wayang Museum. *International Journal of Application on Social Science and Humanities*, 1(2), 1722–1731.
- Asiarto, L. dkk. (2012). *Pedoman Museum Indonesia*. 18–20.
- Ching, F. D. K. (1996). *Architecture, Form, Space and Order*.
- Crawford, C. (2013). Interactive storytelling. In *The Video Game Theory Reader* (Issue November). <https://doi.org/10.4324/9780203700457-19>
- Delfin, D. (2019). Nilai Budaya Lokal Pada Perancangan Museum Wayang Kota Tua Jakarta. *Mezanin*, 2(1), 64–71.
- Dong, X. (2024). *Study on the Strategy of Creating the Atmosphere of Thematic Exhibition Space --A Comparative Study of the " Garden " and " V & A Alice in Wonderland " Exhibitions , for Example* (Issue Cdsd 2023). Atlantis Press SARL. <https://doi.org/10.2991/978-2-38476-222-4>
- Drs. HERRY T JAHYONO. (n.d.). *PENGAMANAN MUSEUM (MUSEUM SECURITY)*.
- Halil, N. A. B., Mohammad, H. M., Rosli, N. E. H. B., & Anak John, A. (2018). The Exhibition Structure and Its Impact Towards Visitors' Understanding at a Museum. *Ideology*, 3(3), 41–53. <https://www.researchgate.net/publication/331672470>
- Hashim, A. F., Taib, M. Z. M., & Alias, A. (2014). The Integration of Interactive Display Method and Heritage Exhibition at Museum. *Procedia - Social and Behavioral Sciences*, 153(January), 308–316. <https://doi.org/10.1016/j.sbspro.2014.10.064>
- Ibrahim, Y. A. I., Ramelan, W. D., Ghautama, G., & Patmiarsih, S. (2020). *PEDOMAN STANDARDISASI MUSEUM*.
- J.Baxi, S., P.Dwivedi, V., & Morley, D. G. (1973). *Modern Museum Organisation And Practice In India*.
- JOSEPH De CHIARA, & CALLENDER, J. H. (2015). *Time saver standards for building types Second Edition*.
- Littlefield, D. (2019). METRIC HANDBOOK Planning and Design Data Third Edition. In *Metric Handbook*. <https://doi.org/10.4324/9780080963419-28>
- Nethasya, R., & Taufiq, M. (2024). the Application of Thematic Concept Towards Interior of “Sejarah

Kehidupan” Room of Museum Geologi Bandung. ... *of Application on Social Science and ...*, 2(1), 111–119.

<https://journal.untar.ac.id/index.php/ijassh/article/view/29538> <https://journal.untar.ac.id/index.php/ijassh/article/view/29538/17655>

Neufert, E. and P. (2014). Architects’ Data. *Vascular*, January 2010, 1–2.

<http://apps.who.int/bookorders>.

Nursabila, R., & Kusumandyoko, T. C. (2022). *PERANCANGAN SIGN SYSTEM DAN WAYFINDING PADA MUSEUM TSUNAMI ACEH*. 4(2), 65–75.

Panero, Juluis, and M. Z. (2014). *Human\_dimension\_and\_interior\_space\_A\_sou*.

Tjahjopurnomo, R. et. a. (2011). *KONSEP PENYAJIAN MUSEUM*.

Widarpo, G. A. W. B. G. B. A. D. H. D. D. A. D. S. B. A. A. H. S. A. S. (1984). *BUKU PETUNJUK MUSEUM WA YANG JAKARTA*.

Widyaevan, D. A. (2023). Staging the Space: Scenography in Exhibiton Design. *New Design Ideas*, 7(3), 662–681.

Wijaya, K. I. (2006). *Perencanaan dan perancangan interior museum wayang kulit di Surakarta*. 11–115.

Yu, J. (2012). *Museum Display Design*.