

ABSTRACT

REDESIGN MUSEUM OF FINE ARTS AND CERAMICS

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According to data and information released from the 2019 cultural statistics by the Ministry of Education and Culture, Indonesia currently has a total of 435 museums, managed by the government, individuals, and the community. In Jakarta there are 64 museums. The total will continue to increase along with the construction of a new museum. From the many museums in Indonesia, only a few museums are worth and can be used as a source of inspiration, by means of interactive media and different atmosphere in the museum to attract the interest of the millennial generation. This was said by the Director of Conservation of Culture and Museum of Ministry of Education and Culture. The Museum of Fine Arts and Ceramics is one of the national museums that was inaugurated in 1990, and from 2015 there has been no changes in the interior. This museum did not facilitate the activity facilities of art activists that support the vision and mission of the museum such as meeting rooms. In the presentation of this collection, the museum is still unable to attract visitors because some visitors do not understand the existing storyline and saturate visitors, arrangement of exhibition objects are not in accordance with government standards, lack of interactive media, the atmosphere at this museum was no different, unclear circulation for visitors and operations, and there is no safety system that meets the standards. Therefore, the Museum of Fine Arts and Ceramics made it possible to redesign with the aim of designing interiors that could increase the interest of the public to visit the museum and gain interactive experience in the field of fine arts, ceramics and the history of Indonesia's struggle by implementing interactive technology-based facilities. The method used by collecting primary data taken from interviews, observations, and surveys and collecting secondary data from literature books, journals, final assignments, and sites that can support, then after that analyze the data from the results of data collection, after getting into trouble then do the problem solving process and design development. The approach used in this redesign is a technological approach with the theme "Feel The Art" and applies the concept of "Four Senses" for exhibition room, and the concept of "Creativity from Technology" for rooms other than exhibition room.

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