

ABSTRACT

The museum is an institution whose function is to protect, develop, utilize and communicate the collections it has to the public. In addition, museums can be used as recreational facilities and have educational value for visiting people. After conducting a comparative study, problems were found with the museum, including: the museum did not think enough about how to display and convey collection information to make it more effective, and the flow of the museum was unclear. These problems are a factor in the lack of interest of the public to visit museums and have an impact on the existence of museums. Therefore this is a part for the museum to develop, rotate. Such as interior planning, techniques and systems for space and layout, collections in the Bandung City Newspaper Museum. Therefore the application of interactive technology in museums can provide experiences, a new atmosphere in museums with the aim that visitors can more easily receive and understand the information presented, so that the functions of museums that have educational and recreational values can be achieved. In addition to meeting the needs of museum visitors, it can also meet the needs of the management staff as a facility that supports the activities that occur within it.

Keywords: *Interior Design, Bandung City Newspaper Museum, Interactive Technology.*