

ABSTRACT

Museum West Java's War Monument is an educational museum that stores the history of how the people of West Java tried to achieve Indonesian independence. In addition to being an educational facility, the museum is also often visited as a tourist destination by some people. Usually, people will make a museum a tourist destination if the museum has aesthetic and functional advantages. By trying this in a museum, the history will be easily known by the public, especially the younger generation, in addition, students will also get different and not boring learning activities. The existing building of the West Java People's Struggle Monument museum is currently very formal and filled with many narratives. While this museum is often visited by school children starting from kindergarten to undergraduate level. The narrative presented will be difficult for visitors to understand, especially small children, so it would be more optimal if the delivery of the historical narrative was accompanied by other facilities such as experiences, activities, and the atmosphere of the existing room with a psychology approach. The aim of redesigning the interior of the West Java People's Struggle Monument Museum is to use a spatial psychology approach, both with and without technology, and to provide an immersion experience for visitors to feel the narrative being presented so that it is more enjoyable and easier to understand

Keywords : Immersive Space, History Museum, Education, Immersive Approach, Exhibition Space