

# REDESAIN INTERIOR MUSEUM PUSAKA TMII

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## ABSTRACT

*Many museums in Indonesia but have the impression of the ancient, haunted, dark, and not terwat in the eyes of Indonesian society. He was thinking the museum is a place of storage of antiquities and ancient art exhibited by the museum. The challenge of the museum in Indonesia is to awaken the museum environment to the community and the future of a nation because the museum has a history of a nation that can not be found in the museum. Therefore the museum should be able to change the minds of the people with the function of research, education, and recreation. To make it happen, the condition of the museum should be made with comfortable, interesting, and fun so that the information provided by the museum can be studied well by this or the community. Through the design of the interior of the showroom is good and in accordance with the basics of interior design, such as the visitor circulation system, collection display arrangement system, presentation techniques, interactive facilities, the formation of atmosphere or atmosphere space, lighting planning, sound system and other technical aspects, a fun and educating exhibition atmosphere will be created. So people think of the museum can change and the museum in Indonesia so the better.*

*Keyword: museum interior, exhibition, interactive, fun, comfortable, display, education, design*