

ABSTRACT

**REDESAIN INTERIOR MUSEUM MANDALA WANGSIT
SILIWANGI**

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The museum is one place or institution that stores and exhibits historic objects, high value, and objects that can be a source of knowledge. One of the museums that holds historical objects is the Mandala Wangsit Siliwangi Museum. This museum keeps historical objects of the military struggle of the Siliwangi division in West Java. At first this museum was just a house of Dutch officers who were captured by the Siliwangi army, and made the headquarters and armory. After the historic DI / TII rebellion that caused the death of the Lembong major at the base, the place was finally enshrined and made into a museum. There are several interior design problems in this museum, including: museum management that does not meet the standardization, the concept of the museum room is not conceptualized, object presentation does not meet standardization, and collection objects that do not fit the storyline created. Primary data collection methods are done through surveys, observations, and interviews. Supported by secondary data from literature study. This design discusses the concept of the museum that gave rise to the military character of the Siliwangi division, changes in the display system of display objects according to standardization, and the rearrangement of the museum storyline.

Keywords: Redesign, Mandala Wangsit Museum, Concept, Storyline