

# **DESIGNING INTERIOR OF MUSEUM OF ROCKS**

**ALIVIA ANNISA PUTRI**

**Desain Interior, Fakultas Industri Kreatif, Universitas Telkom**

**Jl. Telekomunikasi No. 01, Terusan Buah Batu, Sukapura, Dayeuhkolot, Bandung,**

**Jawa Barat 40257**

## **Abstract**

Rocks are important to study because they actually have a track record of past earth events as well as tools to learn about the potential for resources, economics, and natural events that will occur in the future.

Museums are facilities that can educate the public about rocks. In addition to storing objects, the museum also preserves and distributes and educates the public, especially regarding rocks. The authors conducted a survey by distributing questionnaires online to people who had visited the museum with a total of 100 respondents. Most claimed to rarely visit the museum. They said that what made them reconsider coming to the museum was interior design that did not support collection objects, the presentation of information that was less attractive, and the impression of the museum that looked ancient and haunted.

This design aims to increase visitor interest in rocks while increasing public knowledge about the history of rock formation and its benefits. This design uses a technological approach to be applied to interactive facilities and interior components, using the theme "Rock Discovery", which seems to bring visitors to experience a different experience as researchers / rock lovers in each area depending on the area to be entered so as to create its own impression. The concept of "The Life Cycle of Rocks" which explains the rock cycle which will later be applied to its interior components. With this design, it is hoped that the rock museum will become an optimal educational tool in learning, far from being a bad impression and returning people's interest in learning.

**Keywords:** Museum, Rocks, Geology, Design, Educational Facilities