

## ABSTRACT

*Educational entertainment facilities such as museums are a concern to provide fun educational services. However, nowadays many museums in Indonesia are in a poor condition and rarely visited by the public. This phenomenon occurs due to the inadequate condition of the museum, the inability of the manager to package collections according to their needs, and the lack of adaptation of the museum to current trends that use more digital technology. This design is the result of the relocation of the Education Museum in Malang City. The purpose of this research is to create an educational history museum facility with space design that is in line with current museum trends, namely technology to increase the interest of the millennial generation. Data collection methods include interviews, observations, questionnaires, field studies, documentation, and literature studies. With this research, it is hoped that the design concept of educational history museums and other museums can be realized by implementing better space and activity organizing. Thus, the maximum educational and entertainment facilities can be useful for the entire community, especially education actors and students. The result of this research is a new design of the Malang Education Museum which applies an educative, recreative, and interactive technological approach.*

**Keywords:** *interior, museum, technology, educative, recreative, interactive*