

## **ABSTRACT**

The Indonesian cinema was born during the Dutch colonialism in the 1900s, when the concept of moving image was first introduced. Despite its fluctuation in popularity, it has been growing ever since. Along side the Indonesian culture, which is carried by the content of the films. A film could tell more than just a plot, but also the social and historical background told in the story itself could mirror the current shape of the culture during in which the movie was made, be it directly or indirectly. This makes film a form of trace of the growth of human social culture, and thus a film museum is a logical thing to design. Not only to preserve history, but also to educate and motivate future generations to actively take a role in Indonesian cinema as a growing creative industry. Technology, as something that is also growing alongside cinema world, is equally an important thing in the film industry. Although it is not directly affecting the storytelling process, the industry gradually relies on technology to improve the immersive experience quality for the viewers. This can be implemented into the design of the film museum, to make the interior feels more immersive for the visitors by using technology for both the interactive and non-interactive elements, in hope so that the goal of the museum could be delivered to the visitors effectively, as well as an attempt to improve the visitors' will to learn.

**Keywords: Indonesian Cinema, Indonesian Film Museum, Interactive Museum, Interior Design, Technology.**