

ABSTRACT

INTERIOR DESIGN OF PUSPA SUNDIAL IPTEK MUSEUM BANDUNG

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The development of science and technology is growing rapidly every day. It can be said that the development of science and technology is one of the impacts of the demands of meeting increasingly diverse needs. The existence of a science and technology museum is a means of fulfilling educational needs outside of school with a combination of knowledge and technology with attractive and interactive elements to make it easier to deliver education about science and technology.

The technological approach can help visitors to learn science and technology in an interesting way, namely through interactive technology in the museum that helps visitors to better understand the information to be conveyed. Interactive technology must prioritize 3 factors, namely, the communicator: the sender of the message, the communicant: the recipient of the message, and the message: what is conveyed by the communicator. With the technological approach in designing the Sundial Science and Technology Demonstration Center, the props and space elements become more attractive and interactive for visitors. The design is based on case studies, precedent studies, and design literature studies that have been analyzed previously.

Keywords: Sundial Science and Technology Puspa Museum, Technology, Attractive and Interactive.