

ABSTRACT

Museums in Indonesia are considered to have not been maximal in attracting millennials and Millennials tend to like places that offer new atmosphere and experiences. Millennials tend to like places that offer new atmosphere and experiences, and along with the times, technology is developing rapidly, without forgetting historical value, it would be better if the development of museums that have historical value can be packaged according to current and future developments, so that historical values are still preserved in order to develop. Indonesia has several presidential museums that can be used as a comparative study of this design, but the function of museums as education here is still a lack of innovation that follows the times and technology, and a lack of presenting an atmosphere as an element of interest for museum lovers, starting from the presentation of the display, the packaging of information on the object of a constant display, less simple and efficient, some objects that are less attractive so that it can cause boredom.

The presidential museum is located in the center of Jakarta which has spatial restrictions and interior elements that adjust the flow of the president's life through a technological approach. The goal is to be enjoyed by all people in the Indonesian homeland, by presenting an informative, educational and characteristic introduction to the times. This design is based on the standardization of museums, government regulations, comparative studies, and precedent studies as a foundation for a better design.

Keyword : Museum, Diorama, Experiment, History, Soekarno, Technology, Interior Design