

ABSTRACT

The museum stores various cultural relics. Unfortunately, the museum as a tourist place as well as a place for culture-based non-formal education is still often considered a boring and old-fashioned place, especially for young people. Therefore, museums need to innovate their media to make them more informative and interesting following the development of an all-digital era so that they can help museums, one of which is the Central Sulawesi Museum. The research method used is a qualitative research method containing interviews and direct observation coupled with literature studies and supporting theories. Digital-based activity books were chosen as a medium apart from being compatible with the data as a fun informative medium, as well as long-term digital books. The book contains games and brief information about the museum and its collections. So that visitors will not be bored just looking around and taking pictures with the existing collections. In addition, visitors can get to know and get more information about the museum and its collections in a fun way to change the perception of old and boring museums.

Keywords: Culture, Digital Media, E-book, Museum Central Sulawesi