

## DAFTAR PUSTAKA

- Ambrose, T. (2012). *Museum Basics (Heritage: Care-Preservation-Management)*, UK, Routledge.
- Anderson, G. (2004). *Reinventing the museum: Historical and contemporary perspectives on the paradigm shift*. books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=cjw-x3ZIOXUC&oi=fnd&pg=PP2&dq=reinventing+the+museum+historical+and+contemporary+perspectives+on+the+paradigm+shift+altamira+press&ots=7EJkUD7pT2&sig=00iyYHiUhIHWOEZS3h\\_hE098Zzw](https://books.google.com/books?hl=en&lr=&id=cjw-x3ZIOXUC&oi=fnd&pg=PP2&dq=reinventing+the+museum+historical+and+contemporary+perspectives+on+the+paradigm+shift+altamira+press&ots=7EJkUD7pT2&sig=00iyYHiUhIHWOEZS3h_hE098Zzw)
- ASHRAE. (2011). ASHRAE Handbook - HVAC Applications (SI) - Chapter: Museums, Galleries, Archives, and Libraries. In *Ashrae*.
- ASHRAE. (2016). 2016 ASHRAE Handbook. HVAC Systems and Equipment. SI. In *International Nursing Review* (Vol. 20, Issue 2).
- Bell, V. B. (2006). Materials for Architectural Design, Laurence King. *London, England*.
- Boylan, P. J. (2004). Running a Museum: A Practical Handbook. In *International Council of Museums*.
- Calkins, M. (2012). *The sustainable sites handbook: A complete guide to the principles, strategies, and best practices for sustainable landscapes*. books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=qOgf3-Za8\\_cC&oi=fnd&pg=PP9&dq=materials+for+sustainable+sites+a+complete+guide+to+the+evaluation+selection+and+use+of+sustainable+construction+materials&ots=mbhaa\\_-WIk&sig=p\\_R6TIOB\\_1y8INH05z3wC6TCppA](https://books.google.com/books?hl=en&lr=&id=qOgf3-Za8_cC&oi=fnd&pg=PP9&dq=materials+for+sustainable+sites+a+complete+guide+to+the+evaluation+selection+and+use+of+sustainable+construction+materials&ots=mbhaa_-WIk&sig=p_R6TIOB_1y8INH05z3wC6TCppA)
- Ching, F. D. K. \. (2015). Architecture Form, Space, and Order (4th edition). In *Journal of Chemical Information and Modeling* (Vol. 53, Issue 9).
- Falk, J. H., & Dierking, L. D. (2016). The Museum Experience Revisited. In *The Museum Experience Revisited*. <https://doi.org/10.4324/9781315417851>
- Hein, G. E. (2002). *Learning in the Museum*. taylorfrancis.com.  
<https://doi.org/10.4324/9780203028322>

- Hooper-Greenhill, E. (2007). Museums and education: Purpose, pedagogy, performance. In *Museums and Education: Purpose, Pedagogy, Performance*.  
<https://doi.org/10.4324/9780203937525>
- ICOM. (2022). *Museum definition*. <https://icom.museum/en/resources/standards-guidelines/museum-definition/>
- Josephine, E. E. C. (2016, May). *The Study of Geometric Forms, Proportion and Scale of Heritage Buildings Due to Architectural Theory*.  
<https://doi.org/10.12962/j23546026.y2017i3.2455>
- Karlen, M., Spangler, C., & Benya, J. R. (2017). *Lighting Design Basics*. Wiley.  
<https://books.google.co.id/books?id=EaQ6DwAAQBAJ>
- Lam, W. M. C., & Ripman, C. H. (1977). *Perception and lighting as formgivers for architecture*. [wmclam.com](http://wmclam.com). <https://wmclam.com/index.php/publications.html>
- Liston, D., & Burke, R. (1993). *Museum Security and Protection A Handbook for Cultural Heritage Institutions*. Routledge.
- Locker, P. (2011). *Exhibition Design*. AVA Academia.  
<https://books.google.co.id/books?id=F0gkyQEACAAJ>
- Lukas, S. (2012). *The immersive worlds handbook: designing theme parks and consumer spaces*. taylorfrancis.com. <https://doi.org/10.4324/9780240820989>
- MacLeod, S., Hanks, L. H., & Hale, J. (2012). Museum making. . . , *Architectures, Exhibitions* ....  
<https://api.taylorfrancis.com/content/books/mono/download?identifierName=doi&identifierValue=10.4324/9780203124574&type=googlepdf>
- Mahnke, F. H. (1996). *Color, environment, and human response: an interdisciplinary understanding of color and its use as a beneficial element in the design of the architectural* .... books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=fAsm\\_3cXISAC&oi=fnd&pg=PR9&dq=color+environment+and+human+response+an+interdisciplinary+understanding+of+color+and+its+use+as+a+beneficial+element+in+the+design+of+the+architectural+environment&ots=2v233hQ5DZ&sig=VTgOGd8sDoC-8DQbRVPhITn2ueE](https://books.google.com/books?hl=en&lr=&id=fAsm_3cXISAC&oi=fnd&pg=PR9&dq=color+environment+and+human+response+an+interdisciplinary+understanding+of+color+and+its+use+as+a+beneficial+element+in+the+design+of+the+architectural+environment&ots=2v233hQ5DZ&sig=VTgOGd8sDoC-8DQbRVPhITn2ueE)

Naufal, A., Wulandari, R., & Sudarisman, I. (n.d.). *PERANCANGAN INTERIOR PUSAT KEBUDAYAAN SUNDA DI BANDUNG* *INTERIOR DESIGNING OF SUNDANESE CULTURAL CENTER IN BANDUNG.*

Neufert. (2000). Architect's Data Third Edition. In *Blackwell* (Issue 2000).

Nurhalisa, G., Wismoyo, E. A., & Farida, D. A. (n.d.). *PERANCANGAN ULANG INTERIOR NARAPATI INDAH SYARIAH BOUTIQUE HOTEL DAN CONVENTION.*

Nurhasanah, L., Siburian, B. P., & ... (2021). Pengaruh globalisasi terhadap minat generasi muda dalam melestarikan kesenian tradisional indonesia. *Jurnal Global Citizen* ....  
<https://ejurnal.unisri.ac.id/index.php/glbctz/article/view/5616>

Oxford English Dictionary. (2023). *interactive*. <https://www.oed.com/view/Entry/97521>

Pallasmaa, J. (2014). *Museum as an embodied experience*. books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=c0sJAwAAQBAJ&oi=fnd&pg=PA239&dq=museum+as+an+embodied+experience&ots=Lk9n9R7Sjw&sig=BQ4Wbd8JDsIqAXKNh1\\_KBIphjmw](https://books.google.com/books?hl=en&lr=&id=c0sJAwAAQBAJ&oi=fnd&pg=PA239&dq=museum+as+an+embodied+experience&ots=Lk9n9R7Sjw&sig=BQ4Wbd8JDsIqAXKNh1_KBIphjmw)

Pallasmaa, J. (2024). *The eyes of the skin: Architecture and the senses*. books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=drbtEAAAQBAJ&oi=fnd&pg=PR7&dq=the+eyes+of+the+skin+architecture+and+the+senses&ots=Pfk\\_wQutdj&sig=oS\\_9xLshmTiFFJF\\_ZvzZHIVDb1M](https://books.google.com/books?hl=en&lr=&id=drbtEAAAQBAJ&oi=fnd&pg=PR7&dq=the+eyes+of+the+skin+architecture+and+the+senses&ots=Pfk_wQutdj&sig=oS_9xLshmTiFFJF_ZvzZHIVDb1M)

Parry, R. (2013). *Museums in a digital age*. books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=fqkQ7plXw0IC&oi=fnd&pg=PR1&dq=museums+in+a+digital+age&ots=d-5uHNJnkF&sig=hJHPe\\_wv7sDdIl\\_d9U\\_dTRBNjcY](https://books.google.com/books?hl=en&lr=&id=fqkQ7plXw0IC&oi=fnd&pg=PR1&dq=museums+in+a+digital+age&ots=d-5uHNJnkF&sig=hJHPe_wv7sDdIl_d9U_dTRBNjcY)

Pearce, S. M. (n.d.). (1994) *Interpreting Objects and Collections*. London: Routledge.

Potteiger, M., & Purinton, J. (1998). *Landscape narratives: Design practices for telling stories*. books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=Z\\_MunOqKJ\\_UC&oi=fnd&pg=PR7&dq=landscape+narratives+design+practices+for+telling+stories&ots=UMgQuBBSm4&sig=TZE1-CyY5IuOji49Vn3srdrXifA](https://books.google.com/books?hl=en&lr=&id=Z_MunOqKJ_UC&oi=fnd&pg=PR7&dq=landscape+narratives+design+practices+for+telling+stories&ots=UMgQuBBSm4&sig=TZE1-CyY5IuOji49Vn3srdrXifA)

- Prince, G. (2003). *A dictionary of narratology*. books.google.com.  
<https://books.google.com/books?hl=en&lr=&id=WvRNGan8YZcC&oi=fnd&pg=PP9&q=a+dictionary+of+narratology&ots=NMzpeUVQY1&sig=WXoDJ6eV-7v-0bV4SM3ZHdtIq1E>
- Psarra, S. (2009). *Architecture and Narrative: The formation of space and cultural meaning*. taylorfrancis.com. <https://doi.org/10.4324/9780203639672>
- Saffer, D. (2010). *Designing for interaction: creating innovative applications and devices*. books.google.com.  
<https://books.google.com/books?hl=en&lr=&id=k28yVW3SEyYC&oi=fnd&pg=PR7&dq=designing+for+interaction+creating+innovative+applications+and+devices&ots=MW0oXvTZoP&sig=TCHRWgRSLE04JHXjKQDXQJgkTN0>
- Simon, N. (2010). *The participatory museum*. books.google.com.  
<https://books.google.com/books?hl=en&lr=&id=qun060HUCOcC&oi=fnd&pg=PR1&dq=the+participatory+museum&ots=EgFbycp0Db&sig=pwfAkTGHAmGymXFwQqBibdNK34>
- Talboys, G. (2000). Museum Educator's Handbook, cap. 3. *Hampshire: Gower*.
- Terian, S. K., & Lang, J. (1988). Creating Architectural Theory: The Role of the Behavioral Sciences in Environmental Design. *Journal of Architectural Education (1984-)*, 41(3). <https://doi.org/10.2307/1424898>
- Thomson, G., Oddy, A., & Lintrum, D. (1986). *The Museum Environment*. Butterworth-Heinemann Ltd.
- Weil, S. (2012). *Making museums matter*. books.google.com.  
[https://books.google.com/books?hl=en&lr=&id=AZ1fBgAAQBAJ&oi=fnd&pg=PT5&dq=making+museums+matter&ots=XK70kL2NhU&sig=7X\\_LLRX45AgMKns2k5raY4k\\_nds](https://books.google.com/books?hl=en&lr=&id=AZ1fBgAAQBAJ&oi=fnd&pg=PT5&dq=making+museums+matter&ots=XK70kL2NhU&sig=7X_LLRX45AgMKns2k5raY4k_nds)
- Wolff, A., Mulholland, P., & Collins, T. (2012). Storyspace: a story-driven approach for creating museum narratives. ... of the 23rd ACM Conference on .... <https://doi.org/10.1145/2309996.2310012>

Xanthoudaki, M. (2015). Museums, innovative pedagogies and the twenty-first century learner: a question of methodology. *Museum & Society*.  
<https://journals.le.ac.uk/index.php/mas/article/view/329>

National Park Service. (2002). Museum Handbook, Part I: Museum Collections. Washington, DC: National Park Service.

Textile Society of America. (2010). Guidelines for the care of textiles. TSA.