

## **ABSTRACT**

### **REDESIGN OF EXHIBITION ROOMS ONE AND TWO OF THE BRAWIJAYA MALANG MUSEUM**

*Museums are institutions that play a role in protecting, developing, utilizing collections and conveying them to the public. The 2017 Brawijaya Museum Guidebook adds that the museum's function also includes its role as a recreation area. From these two sources, it can be interpreted that the Brawijaya Museum has a dual role as a source of information and educational media, as a place to preserve collections, and as a recreation destination that is able to build a spirit of patriotism and pass on the values of TNI soldiers to the general public. These four functions have an important role for museums and society, especially for today's young generation, so that they do not forget the historical value of the struggle of the Indonesian nation. Unfortunately, from the results of observations or surveys it cannot be said to have reached these points. In the existing exhibition room of the Brawijaya Museum, the first and second exhibition rooms are separate, there is no signage, making it confusing for visitors to have to go to one or two exhibition rooms first. This is of course not good because the storyline of the museum is disconnected. So the delivery of information regarding the collection of objects at the Brawijaya Museum is less than optimal. The second problem is that the display displayed to visitors is less informative, or the layout of the collection objects is not placed according to chronological type. This condition arises because of the absence of an effective storyline. which makes it difficult for visitors to understand the collection objects. Lastly, the museum building does not yet have a strong image of the TNI's firm and brave identity. By redesigning the exhibition space of the Brawijaya Malang Museum, the aim is to increase the museum's attractiveness by using design through an activity approach. The use of the TNI and technology concept aims to ensure that the museum can maximize the provision of collection information to visitors, with technology to provide information more efficiently and also attract more interest from visitors for education and recreation, so that this can also achieve the museum's vision and mission optimally. In conclusion, this design can be a reference for interior designers and an alternative choice for the Brawijaya Malang Museum*

**Keywords :** *interior design, museum, technology.*