

“JOURNEY OF THE HEIRLOOM” AS A DESIGN APPROACH IN MUSEUM PUSAKA DESIGN PROJECT

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ABSTRACT

The condition of the museum that is not well maintained makes people unwilling to come to the museum and is considered as an unattractive place to come. Seeing the existing problems regarding the lack of public interest and appreciation as well as the presentation and management of the museums that are not paid attention to, this needs to be studied more deeply about the management of museum spatial planning and the concept of themes that can make museums an attractive place and increase public interest. In this case, the “Museum Pusaka” was chosen at Taman Mini Indonesia Indah, because Indonesian heritage is one of Indonesia’s wealth, which is still preserved in its authenticity and has been known worldwide. The Museum Pusaka plays important role as an introduction to Indonesian culture to the younger generation, so it is necessary to design a museum interior that can make many young people come to the Museum Pusaka to find out about the cultural heritage of their own country. The purpose of this research is to find out how the research background builds the concept of the design theme and how it is applied in the interior, especially aesthetically. Research activities are carried out to support the design objectives in this project which is to design a representative and communicative museum that supports activities in the museum by combining collection arrangements to obtain a functional and attractive space. The data collection method used is a literature study, then observations of space, buildings and visitor behaviours as well as interviews with museum room users which are part of the 8 stages of Rosemary Kilmer’s design. The results of this design offer a museum concept that attracts public interest with representative, communicative and conducive concept as seen in the layout, content and quality of space, including the choice of materials and colors.

Keywords: Cultural, era, museum pusaka, interior design

1. PREFACE

Entertainment centres are again a growing trend in big cities, one of which is museums. The museum is a place of recreation with additional knowledge as the conservator and storage of objects to support and protect the nation's cultural wealth [1].

The millennial generation's interest in coming to museums still tends to be small because museums are not attractive to their generation. According to Tinia Budiati, who is the Head of the Indonesian Maritime Museum, the millennial generation tends to prefer destinations that can be used as photo spots compared to museums. Museum as a tour is less attractive to the community, because museum is poorly maintained and considered as an unattractive and boring place [2]

Indonesia has 429 museums spread throughout the province, although public interest in visiting museums is still relatively low [3]. So, the concept of museum management needs to change so that people can be more interested in coming to the museum and the public can understand the collections on display with a complete information system. Seeing the existing problems regarding the lack of public interest and appreciation for museums as well as the presentation and management of museums that are not paid attention to, this needs to be studied more deeply about the management of museum spatial planning and the concept of themes that were initially boring and seemed old-fashioned so that they attracted and increased public interest.

Therefore, the Museum Pusaka was chosen at Taman Mini Indonesia Indah. Indonesian heritage, including the wealth of Indonesia, is still preserved until now. Indonesian heirloom weapons are also worldwide. The Museum Pusaka in Jakarta, which contains the historical of Indonesian heritage, namely keris, saber, spear and others [4]. Therefore, the heritage museum plays an important role as an introduction to Indonesian culture to the younger generation.

The purpose of this research is to find out how the research background builds the concept of the design theme and how it is applied in the interior, especially aesthetically. Research activities are carried out to support the design objectives in this project which is to design a representative and communicative museum image that supports activities in the museum, to design interior elements with the right theme by combining collection arrangements to obtain a functional and attractive space, to design circulation and accessibility of space so that the circulation of the exhibition area can follow their storyline. As well as providing supporting facilities for visitors and managers in managing collections. Museum Pusaka design is a final-level interior design study organized by the interior design study program, Universitas Tarumanagara.

According to the topics discussed, there is one journal that is similar to this design. Application of the Theme 'Explore and Find Serenity' in the Interior Design of Ganara Art School. This journal discusses the design of Ganara Art School using the same method, namely Kilmer's design theory. This project analyzes the data that has been collected and then gets an image that represents the school such as artistic, dynamic, educational and modern. Then the theme raised in the design of Ganara Art School is 'Explore and find Serenity'.

The application of the Explore and find Serenity theme in the design is used in explorative forms of play that are lifted from natural forms such as trees, valleys and caves which are implemented into interior elements with a modern style and minimal use of materials and colors so that space users can freely imagine without being interrupted by color. and the striking material of the space.

From the design concept approach and the application of the design, it is similar to the design of the Museum Pusaka. The difference lies in the project taken and the final design result.

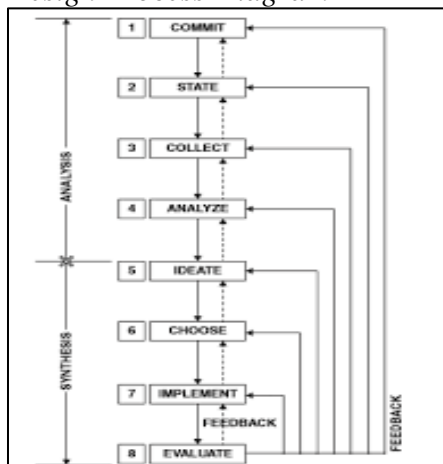
This paper can add insight for readers. This paper can also be used as inspiration for interior designers. This paper contains a Jakarta Museum Pusaka and Journey of the Heirloom theme in interior design, that can be an attractive alternative concept from the similar project that ever been raised.

The rest of the paper is organized as follows. Section 1 present an introduction and background of this research and this paper contribution to others. Section 2 presents a design method that are used in this paper. Then, Section 3 contains the final result of a museum design with a predetermined theme using the methods previously discussed and contains a perspective that represents the results of the design. Finally, Section 4 concludes the paper and presents direction for future research.

2. RESEARCH METHODS

The method used in this design refers to the design rules by Rosemary Kilmer with the process flow described in the following chart [5].

Figure 1
Design Process Diagram



Source: Kilmer, 2014

The research material in the design rules is carried out at the commit, state, collect to analyze stages. The design process begins with gathering information and finding problems, namely accepting existing problems.

Followed by understanding the existing problems of the museum space which will be designed to solve problems by viewing user opinions as a "non-expert" point of view.

The next stage is to find data and information about the problems that have been understood in the previous stage. The data collection methods include: literature study, observation of space, buildings and visitor behavior as well as interviews with museum room users.

Followed by the stage of data analysis and information that has been obtained. The analysis uses deductive and inductive logic approaches which are presented descriptively supported by tables, schematics, matrices and bubble diagrams. Next is the idea of finding and collecting creative ideas so as to achieve the design goals.

The next stage is choosing alternative concepts that are in accordance with space requirements. Then implement the concept in the design and apply it in physical form in the form of presentation drawings and working drawings.

3. RESULT AND DISCUSSION

The Jakarta Museum Pusaka is located on Jl. Raya Jl. Taman Mini, Cipayung, East Jakarta. This building is located in the Taman Mini Indonesia Indah (TMII) area, which is a tourism and recreation area with the theme of Indonesian culture.

The architecture of the building is in the shape of a pentagon pyramid with a large dummy keris on the roof. The building has an area of 1,535 m² and consists of 2 floors. The design is focused on the first-floor exhibition space.

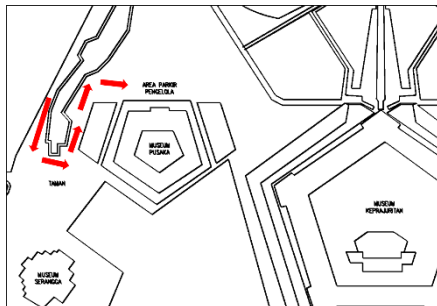
Some of the problems that need to be considered from the existing interior are confusing circulation of visitors, poor arrangement of collection display areas, less information about collections and not attractive, and lack of supporting facilities for visitors and managers. Therefore, it is necessary to redesign from an interior perspective, so that visitors feel more comfortable and

can enjoy the collection and add insight such as the vision and mission of the Jakarta Museum Pusaka.

The Museum Pusaka is located on the southern route of Taman Mini Indonesia Indah between the Indonesian Soldier Museum and the Insect Museum.

Figure 2

Jakarta Museum Pusaka Site Plan



Source: Copy of the Management Data

Based on the intensity of visitor visits to the Jakarta Museum Pusaka, it can be divided into four groups:

Figure 3

Museum Pusaka Visitors Percentage



Source: Researchers Analysis from Management Data

The individual visitors are visitors who are used to dealing with managers such as making keris certificates, for study or research purposes and to fill their spare time. Group from social status are student, artist or business guest that have a special event that held in their school or company. Group from local are a group of local tourists who wants to visit Museum Pusaka. Group from overseas are specially invited when there is an event in Museum Pusaka or specially invited by state officials.

At the Jakarta Museum Pusaka, many of the visitors are students, but there are also visitors who come because they are interested and like collectibles. Therefore, museum managers must be able to serve the needs of visitors.

Activities carried out by the Jakarta Museum Pusaka are: (a) Temporary exhibition on the first floor; (b) Providing certification services and jamasan keris; (c) Live Jamasan Keris; (d) Heirloom exhibition event (according to the curator); (e) Keris workshop

The space in the museum is divided into several zones according to the nature of the space, functions and user activities. The division of zones in the Jakarta Museum Pusaka is classified as follow:

Zoning

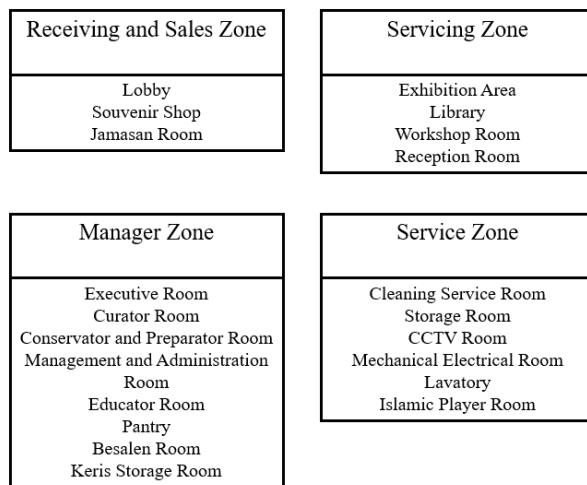


Figure 5

Mind Map Image Analysis

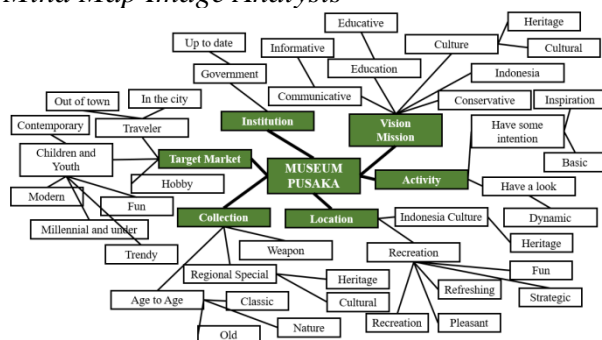
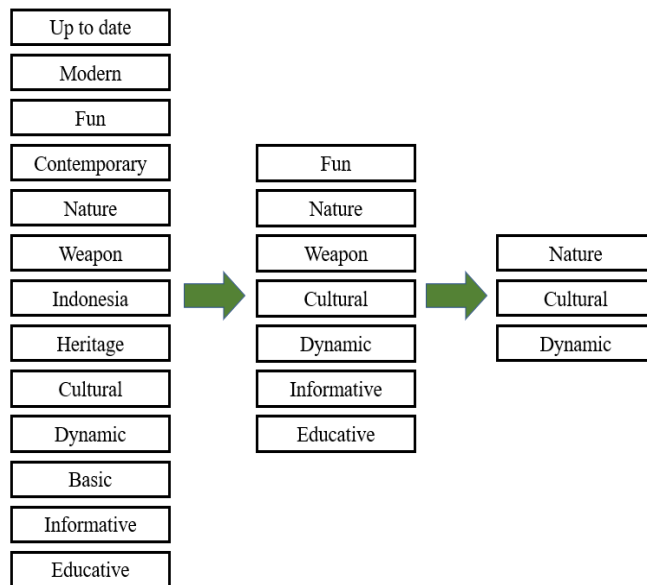
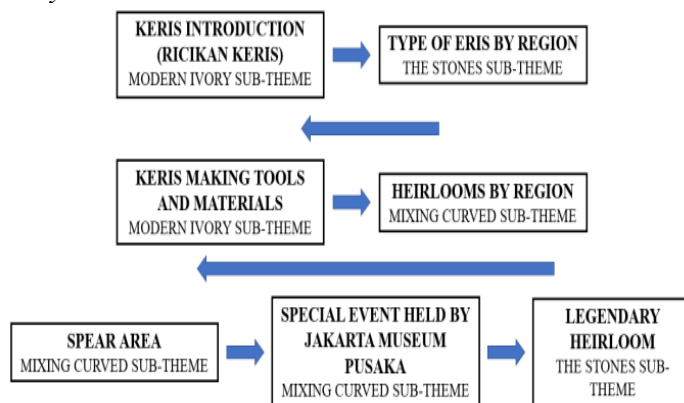


Figure 6
Image Conclusion



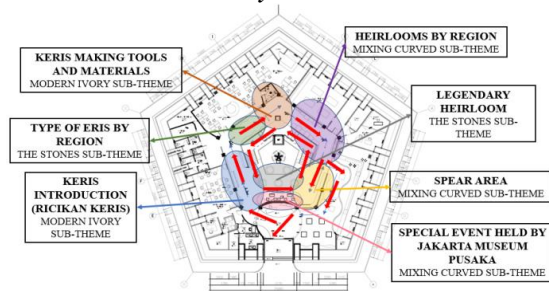
From this analysis, there are 3 keyword images that are natural, cultural and dynamic. Dynamic is a moving thing, and in this design, it becomes a journey or adventure. Culture is culture. Some cultures come from nature such as heirloom-making materials. So it is concluded that the concept for designing the Jakarta Museum Pusaka is "Journey of the Heirloom" which will tell the journey of the keris through interior design with the concept of the storyline is thematic storyline [6] and taxonomy. Taxonomy is the presentation of collections based on a certain classification system or group [7] Visitors can explore or look for something for a specific purpose [8].

Figure 7
Storyline in Jakarta Museum Pusaka



The concept of the storyline in the showroom is thematic, so the exhibition area is divided into 3 sub-themes, namely Mixing Curved, The Stones and Modern Ivory which is the timeline of the journey of the keris which is used as an implied theme. Mixing Curved is the beginning of the journey of the keris, during the Dongson Culture era which was inspired by the curved roof of the house at that time. The Stones is a megalithic period that has dolmens and menhirs as relics of that period. Then Modern Ivory is a modern keris that has used wood, horn or ivory hilt for its hilt. The application of the storyline is applied to the circulation of visitors who follow the chapters in the exhibition area in sequence.

Figure 8
Museum Pusaka Layout



The application of Journey of the Heirloom theme to the layout is implemented on the directions on the floor of the exhibition area. Directions direct visitors to follow the storyline in the museum, that is the journey of the keris with the chapters. The circulation of visitors is more conducive so that visitors can receive information about collections.

The interior design of Museum Pusaka with the theme "Journey of the Heirloom" uses elements from nature such as rocks and caves as well as curved shapes to create a dynamic space.

Figure 9
Lobby Area Perspective



The Museum Pusaka concept with the theme Journey of the Heirloom wants to provide comfort for the visitors and has fun educational facilities. Educational fun is created through a dynamic space and provided interesting games that can be played by visitors. To eliminate people's assumptions about the museum as an old and ancient place, it is necessary to design a museum on a trend nowadays by using technology such as LCD panels, smart screens and smart tables.

Figure 10
Exhibition Area Perspective 1



The first exhibition area is the first chapter which contains the introduction of the keris. There is a smart screen that contains things about the keris such as a detailed keris ricikan. In this area, we use the modern ivory sub-theme with the application of ivory colors and simpler shapes.

Figure 11
Exhibition Area Perspective 2



This area is still about keris and there is a collection of keris and a smart screen to see various other keris and the use of keris on Indonesian culture. The second exhibition area uses the Mixing Curved sub-theme with the use of curved shapes. The finishing used is fine textured wall paint and some wood accents. And use a mirror on the ceiling so that it can be used as a photo spot.

The colors used for the concept of the theme are gray and brown tone. The neutral colors represent the colors of Indonesian heritage so that the interior colors of the museum do not interfere with the collections of the museum. Black color will produce the impression of mystery, glamour, depth of emotion and others. White produces a minimalist or simple impression, clean and spacious. Gray produces a stable, neutral, broad and serious impression [9].

Figure 12
Exhibition Area Perspective 3



This area is chapter 2 which provides information on materials for making keris that can be touched so that visitors get a sensory experience. In this area, the sub-theme is Modern Ivory. Modern Ivory in this design using the ivory color. The dotted line is an identical graph from the word journey which can be interpreted as adventure.

Figure 13
Exhibition Area Perspective 4



In this area, we use the Mixing Curved sub-theme with the use of curved shapes. The materials used for the concept of the Journey of the Heirloom theme are concrete, homogeneous tiles, gypsum, plywood, carpet, wall cladding and others. The finishes used for this material are washed wall paint, textured wall paint, gold bronze HPL, glossy HPL to give a modern impression, wood texture which is adapted to the space. The materials used tend to represent nature mixed with shiny materials to still give a modern impression.

Figure 14

Exhibition Area Perspective 5



Show area 5 is a show area for spears. In this area, we use the Mixing Curved sub-theme with a slightly curved shape at the end of the display. The material used is plywood with a textured wall paint finishing and eco-friendly clay wall finishing.

Figure 15

Exhibition Area Perspective 6



This area is the place for certain events held by the Museum Pusaka. This area uses The Stones sub-theme with the use of rock shapes and the use of gray colors.

4. CONCLUSIONS AND RECOMMENDATIONS

In designing the interior of the Jakarta Museum Pusaka, the Museum needs facilities that can support activities in the museum. An informative circulation flow of the collection is needed so that visitors are not confused to follow the storyline.

The application of Journey of the Heirloom concept is the adventure of keris journey with thematic storyline. The storyline follows the chapters that have been made. There are 3 other sub-themes, namely the Mixing Curved, The Stone and Modern Ivory for the thematic storyline which is a representation of the journey of the keris.

For future researchers, we suggest you to come directly to the site and conduct in depth interviews about the heirloom in the museum so that the research is more accurate.

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