

THE ROLE OF INSPIRATIONAL AND MINDSET-AWAKENING COLLECTION ROOM INTERIORS AT THE NAUTICAL MUSEUM, JAKARTA

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ABSTRACT

The Nautical Museum in Jakarta is a historical building that is used as a place to treat, preserve, and present marine historical collections such as replicas of Indonesian boats, original boats, spices, shipping documentation, and so on. Currently, the public's assessment of the museum is still not good, because they still think that the museum is a building that only stores a collection of ancient objects, is dark, unkempt, and less interactive. The designer wanted to generate cultural ideas and a positive mindset for visitors through the interior design of the inspiring collection space at the Nautical Museum, Jakarta. The design method used is the design method which consists of two stages, namely the analysis stage and then followed by the synthesis stage. One of the ways the designer uses to generate a positive mindset for the visitors is by conducting experiential learning in each collection room. Therefore, each collection room has been designed to have a simulation of activities related to the ideals and professions in the maritime sector. Where visitors can immediately go on adventures and get special experiences that will not be forgotten, also open up opportunities for better information to be embedded and generate a positive mindset for visitors in the maritime and marine fields when visiting the Nautical Museum.

Keywords: Collection, Inspirative, Mindset, Museum, Nautical

1.PREFACE

Based on the 2019 Indonesian Cultural Statistics issued by the Ministry of Education and Culture, there are 435 museums in Indonesia [1], most of which are in DKI Jakarta with 64 [2]. However, only 6 of the best museums in Jakarta received awards at the 2012 Museum Award event [2]. The museum is an educational tourist attraction whose existence is sometimes forgotten. The museum also received less appreciation from the Indonesian people. This is evidenced by the lack of domestic and foreign tourists visiting the museum.

Museum according to Moh. Amir Sutaarga [3], is a permanent institution that provides services for community needs and development, does not seek profit, and is open to the public. Tasked with researching, caring for, exhibiting, and conveying information about collections aimed at knowledge, science, and recreation. According to Yulianto [4], museum design can be a means of cognitive, psychomotor, personality, and social learning with a combination of passive and active learning room experiences.

Based on research of Shinca, B. Deliyanto and N. I. Andraini [5], activities in the museum have four main functions, namely conservation, collection, education, and recreation. The development of marine facilities technology creates history and stories that should not be forgotten, therefore the museum is a medium for transmitting knowledge and as a safe place for storing historical collections [5].

Based on research by O. Gamal, N. Andanwert and N. Widayati [6], currently, the public's assessment of museums is still not good. Indonesian people still consider museums as a building that only stores a collection of ancient objects, dark, unkempt, and less interactive.

However, if understood more deeply, the museum has a function in the development of science, art, and culture. Sometimes visitors also feel less interested and bored when visiting the museum. As well as the explanation of information about the collection is still less informative. According to research by Lelo, M. A. Laksono [7], museums must keep up with the times so as not to lose the competition and can attract public interest to visit museums at this time. Visual elements such as interior design also need to be considered to increase the attractiveness of the museum [7]. Based on W. A. Prodjo [8], one of the reasons for visiting the museum is because there is an inspiration that can be accepted by the public. Through museums, people can also realize their dreams for the current state of Indonesia [8].

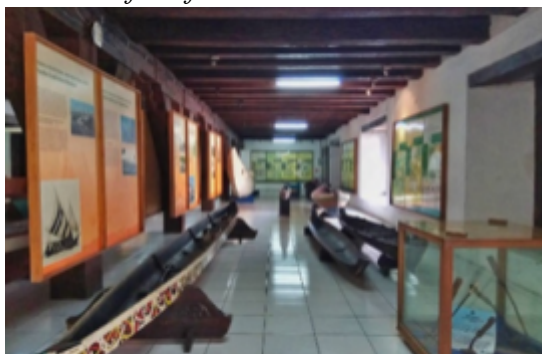
Museums according to P. Locker [9], are responsible for the storage, conservation, research, and interpretation of cultural heritage which are required to provide public access to the collections. Modern museums as 'teaching machines' need to be more interesting and interactive and can create learning and communicating experiences.

Based on the research of J. Tanmin, D. Sulistyawati and A. C. Gani [10], interesting museum facilities from design need aesthetic and functional elements so that they can attract visitors' interest, as well as learning and conservation goals can be met.

According to S. A. Nugroho [11], on 16/01/2017 the Jakarta Nautical Museum experienced a fire in Buildings A and C. So the condition of the building was quite difficult to redesign. The author will design another building by taking the spirit of wanting to revive the maritime nation.

Figure 1

The Transfer of The Jakarta Nautical Museum Building



Source: <https://travelingyuk.com/museum-bahari-jakarta/233248> and <https://www.rumah.com/listing-properti/dijual-gedung-baru-7-lantai-jakarta-garden-city-oleh-ira-puspita-17857275>

Based on A. Ovier [12], on 19/04/2016, President Joko Widodo delivered a speech in front of the participants of the Marine Environment Protection Committee (MEPC) at the International Maritime Organization (IMO) Building in London, England. The President is committed to

making Indonesia the World Maritime Axis, re-voicing Jalesveva Jayamahe, and returning to Indonesia's identity as a maritime country [12].

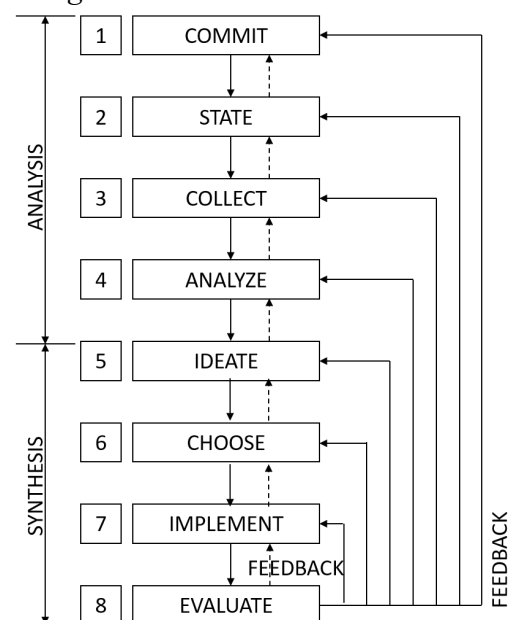
Therefore, from the description above, the author takes the topic of The Role of Inspirational and Mindset-Awakening Collection Room Interiors at the Nautical Museum, Jakarta to generate cultural ideas and visitor mindsets in the maritime, and marine fields. The author also wants to provide a memorable experience and attract domestic and foreign tourists to visit the Nautical Museum.

2. METHODS

The design method used is the design method pioneered by Rosemary Kilmer [13], the design process is divided into two stages consisting of an analysis stage (identifying, dissecting, examining, researching, and analyzing) and a synthesis stage by analyzing to produce a design solution that will be used later in the design.

Figure 2

Design Mindset Chart



Source: Rosemary Kilmer, 2014

1. Commit

The designer approved and committed to the Nautical Museum project. Then make a background on the design problem and identify the profile and history of the Jakarta Nautical Museum.

2. State

The designer will identify problems at the Jakarta Nautical Museum by formulating problems and design objectives to generate cultural ideas and visitor mindsets in the maritime and marine fields.

3. Collect

The designer collects facts and field data by grouping and processing existing data, namely the collection at the Jakarta Nautical Museum. In addition, it also collects some literature data from books, journals, news, and the internet.

4. Analyze

Analyze the data and facts that have been collected and create a mindmap to describe the problems and design solutions needed in the design of the Jakarta Nautical Museum.

5. Ideate

Designers formulate ideas in the form of schematics and concepts that will use experiential learning in each collection room. Looking for various references that will be used as a design reference at the Nautical Museum.

6. Choose

Designers choose alternative design ideas in designing the most suitable and ideal Nautical Museum by selecting the ideas that have been collected in the previous stage.

7. Implement

Designers implement ideas in the form of working drawings or perspectives in a way that supports visualization of the design of the Nautical Museum both digitally and manually.

8. Evaluate

At this stage the designer reviews and completes the design that has been produced. Then make it the final design of the Nautical Museum.

The design process carried out by the designer to create an inspiring collection room design is as follows:

1. Creating the atmosphere of the collection room as real as possible through different design concepts from each room according to the profession in the maritime sector through the selection of colors, materials, furniture, and shapes in the room.
2. Presenting an interactive and adventurous design in each collection room by using LED Floor Screen and Augmented Reality technology so that visitors can play, change the mindset, and foster the interest in marine fields.
3. Develop a layout and circulation that has a storyline and a collection of objects arranged according to various categories so that visitors can easily memorize and learn.
4. The game of dark and bright lighting on so that it adds to the accent of the atmosphere in the room. According to D. Fitzgerald [14], lighting can do more than illuminate, direct attention, or make an environment, it can also help tell a story or reinforce an idea. How lighting designers do this is not always clear.

3. RESULT AND DISCUSSION

According to the Oxford Dictionary, inspiration is a process where someone sees or hears something that produces new, unique, and interesting thoughts. According to Cambridge Dictionary, inspiration is someone or something that conveys an idea to do something.

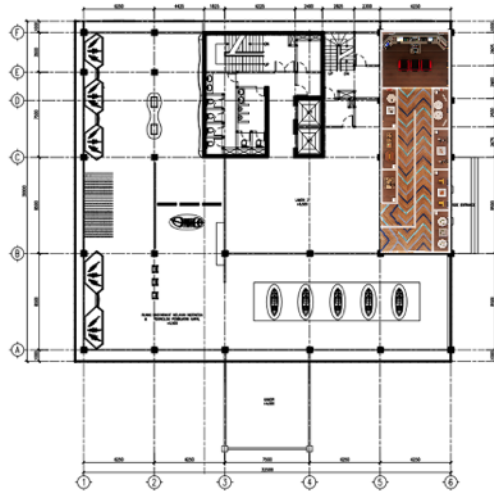
According to A. W. Gunawan [15], mindset is a belief that drives a person's behavior; a set of beliefs or thought patterns that determine a person's behavior, attitudes, and future. Mindset according to G. Zeng, H. Hou and K. Peng [16] is a belief that tends a fixed mindset or growth mindset.

One method that designers can use in generating visitors' mindset is by doing experiential learning. According to D. A. Kolb [17], experiential learning is a learning process carried out by way of reflection and a process of making meaning from direct experience. So that the learning provided is more meaningful through the direct experience of visitors.

Figures 3 and 4 are floor plans for the 3rd and 4th floors of the museum. Consists of four collection rooms designed such as a navigation room, a fishing technology room, a marine biota room, and a Jakarta harbor space 1800-2000 room.

Figure 3

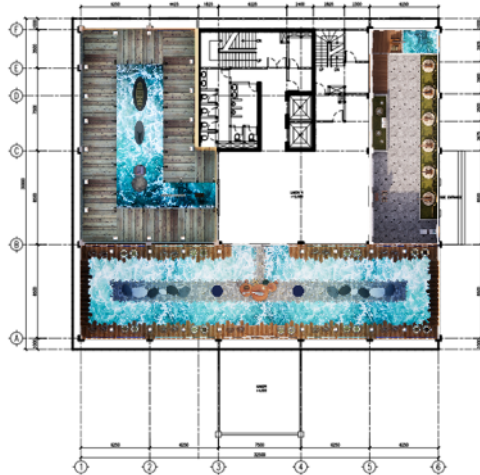
3rd Floor Museum Layout Plan



Source: *Personal Data, 2022*

Figure 4

4th Floor Museum Layout Plan



Source: *Personal Data, 2022*

1. Navigation Room

Figure 5

Navigation Room View 1



Source: *Personal Data, 2022*

Figure 6

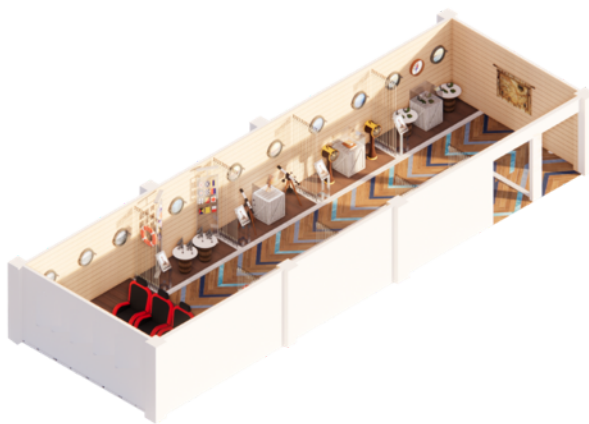
Navigation Room View 2



Source: Personal Data, 2022

Figure 7

Navigation Room Axonometry



Source: Personal Data, 2022

The atmosphere of the room is designed as in a ship inspired by the profession of the captain. In this room, there is a collection of navigational tools and ship anchoring tools that are sorted by chronology and the procedures carried out when they want to sail. There is a ship steering simulation area assisted by 4D seats so that visitors can feel the vibrations and splashes of air. There is also a porthole that displays five scenes when piloting the ship using a circular LED screen. The use of LED Screen is a combination of modern technology with a collection of ancient objects to create the impression of an interactive room and make the atmosphere look real.

The entire collections of objects on display are original and replicas so that visitors can directly simulate how to use navigation tools. An officer will be provided to teach if visitors do not understand how to use it. By trying the collection directly, it will generate interest and the mindset of the visitors that things related to marine benefits are fun and there is a lot to be gained. Replica collections of objects are also sold so that it will increase the museum's income as well.

2. Fishing Technology Room

Figure 8

Fishing Technology Room (Morning)



Source: *Personal Data, 2022*

Figure 9

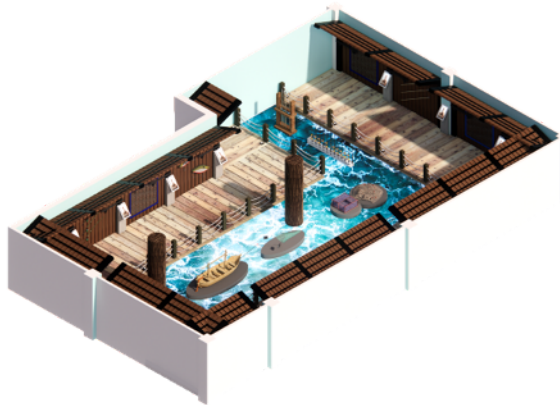
Fishing Technology Room (Night)



Source: *Personal Data, 2022*

Figure 10

Fishing Technology Room Axonometry



Source: *Personal Data, 2022*

The atmosphere of the room is designed like being on a sea pier inspired by the fishing profession. There is a collection of fishing technologies that are friendly and not friendly with the sea so that visitors can learn and be made aware of being friendly with the sea. When entering the room, visitors are also taught to protect and preserve living things, animals and plants in the waters by using environmentally friendly fishing technology.

The order of the collections is sorted by their classification. There are original and replica collectibles on display so that visitors can simulate directly how to use fishing technology tools. There are two atmospheres of the room, morning and night. So, visitors can go on an adventure and feel firsthand how the atmosphere is when fishermen are fishing in real life.

3. Marine Biota Room

Figure 11
Marine Biota Room (Morning)



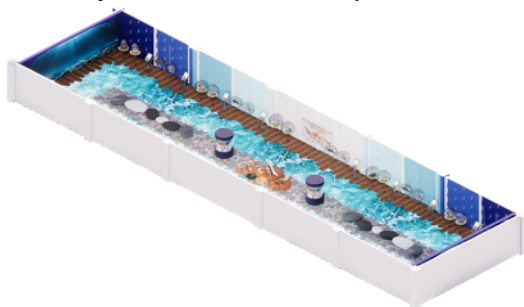
Source: *Personal Data, 2022*

Figure 12
Marine Biota Room (Night)



Source: *Personal Data, 2022*

Figure 13
Marine Life Room Axonometry



Source: *Personal Data, 2022*

The atmosphere of the room is designed like being under the sea inspired by the profession of oceanography and divers. To support the atmosphere under the sea, the furniture is inspired by the shape of bubbles that are usually under the sea. The order of collection is based on the division of the deep-sea zone (sunlight zone, twilight zone, midnight zone, abyssal zone, and trenches zone). There is an interactive LED Floor Screen with a water wave motif. When visitors step on, the water will move away from it and vice versa, making the atmosphere of the room more real and interactive.

There are two atmospheres of the room, morning and night. In the morning atmosphere, visitors will be given a bubble-blowing device so that there is a bubble effect that will be blown directly by visitors. The atmosphere at night is inspired where visitors are like divers, the deeper you go, the darker it will be. Upon entering the room, visitors will be given a spotlight. Then visitors will

carry spotlights in all directions for an adventure with fear and spooky, and look around the room to see the collection.

4. Jakarta Harbor Space 1800-2000 Room

Figure 14

Jakarta Harbor Space 1800-2000 Room View 1



Source: *Personal Data, 2022*

Figure 15

Jakarta Harbor Space 1800-2000 Room View 2



Source: *Personal Data, 2022*

Figure 16

Jakarta Harbor Space 1800-2000 Room Axonometry



Source: *Personal Data, 2022*

The purpose of this room is to encourage visitors from a bitter experience. As said by Ir. Soekarno, independence can only be obtained and owned by a nation whose soul is burning with the determination of 'Freedom, independence or death. The collections exhibited include various kinds of artifacts related to the history of the port in Jakarta (cannons, forts, and ceramics). The use of sharp bamboo material because it is a weapon used to fight for Indonesian independence.

The invaders believed that they would rather die from being shot, than with sharp bamboo weapons.

In each cannon collection, there is an LED Wall Display that displays information from each cannon as well as various photos of the fighters and the history of the Indonesian struggle. There is Augmented Reality technology such as a cannon firing bullets. There's also an area showing movie footage of how to apply cannons using headphones. There are original and replica collectibles on display so that visitors can simulate and touch the cannon directly.

4. CONCLUSIONS

Based on the research title "The Role of Inspirational and Mindset-Awakening Collection Room Interiors at the Nautical Museum, Jakarta", it can be concluded that each collection room has been designed to have a simulation of activities related to the ideals and professions in the maritime sector. So that visitors are adventurous and get a special experience that will not be forgotten.

Therefore, it is hoped that the simulation will open opportunities for better information to be embedded and generate a positive mindset for visitors when visiting the Nautical Museum that Indonesian maritime is quite good and many positive things promise in the future. So it needs to be developed again through the mindset and enthusiasm of the visitors in the maritime sector.

The author realizes that in this design there are still shortcomings and limitations. It is hoped that it can be useful for designers or prospective researchers so that they can be used as evaluation material and considerations in making further writings.

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