

## APPLICATION OF FUTURISTIC CONCEPT TO BANDUNG GEOLOGICAL MUSEUM

Irvan Surya<sup>1</sup>, Mariana<sup>2</sup> & Eddy Supriyatna Marizar<sup>3</sup>

<sup>1</sup>Faculty of Art and Design, University Tarumanagara Jakarta  
Email: [irvan.615190006@stu.untar.ac.id](mailto:irvan.615190006@stu.untar.ac.id)

<sup>2</sup>Faculty of Art and Design, University Tarumanagara Jakarta  
Email: [mariana@fsrd.untar.ac.id](mailto:mariana@fsrd.untar.ac.id)

<sup>3</sup>Faculty of Art and Design, University Tarumanagara Jakarta  
Email: [eddys@fsrd.untar.ac.id](mailto:eddys@fsrd.untar.ac.id)

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### ABSTRACT

Indonesia has very diverse cultures, ethnicities, races and religions. This has made Indonesia also have various historical developments from ancient times to the present. These historical records and evidence are stored in museums according to the area and area of development. The museum is one of the important facilities for educational infrastructure. Museums do not only have the aim of providing information aspects for the needs of education, but museums are an important part of the world of education itself. The research method used in this study is a qualitative research method. Library data obtained from reference books and journals, field data obtained through the stages of field surveys and interviews. The design process applied to interior design is the method of Otie Kilmer and Rosemary Kilmer. Bandung is a city that has many tourist destinations, one of which is the Bandung Geological Museum which was established on April 23, 1927 by the Dutch government during the colonial era. The Bandung Geological Museum is located in the city of Bandung, Jl. Diponegoro no. 57, Cihaur Geulis, Kec. Cibeunying Kaler. Futuristic is a thought that has direction or ties to the future. Technology is very closely related to the Futuristic concept. In implementing the Futuristic Concept there are several parameters that need to be considered, including using technological features, unique shapes, minimalist, futuristic lighting, aerodynamic and ergonomic furniture, smooth and shiny textured materials. Besides that, the application of colors such as white, silver, black, blue and orange is also an option to apply. The results of this study are expected to be useful for society in general, especially interior designers to understand the application of futuristic concepts in interior design.

**Keywords:** Futuristic, museum, dynamic, minimalist

### 1. PREFACE

Indonesia is the country that has the most and largest archipelagos in the world. which is strategically located between the crossing of 2 continents and 2 oceans, namely the Asian Continent & the Australian Continent, the Pacific Ocean & the Indian Ocean. Indonesia also has a lot of different cultures, tribes, races, religions from each of its teachings, so that from the many differences makes Indonesia have a lot of history which is recorded from ancient times to the present day, and these histories are stored in museums according to the area and the laying of the authorities.

According to the KBBI (Big Dictionary Indonesian) museum has the meaning of a building that is used as a place to exhibit objects that really need special attention continuously, such objects as historical objects, art, and science. But the museum is not only a place for exhibitions of historical items but also a place for storage, preservation to become a place for educational resources from the Indonesian people to people from outside Indonesia.

According to Government regulation No. 66 of 2015 against museum, a museum is an institution that has the function of protecting, developing, utilizing collections and communicating items in the museum to community. And according to the 22nd general conference of the ICOM (International Council Of Museums) on August 24, 2007 in Austria, museums are institutions

that have a fixed nature, not aimed at seeking a profit, developing, serving the community, free or open to the public, having the task of merging, maintaining, researching, communicating and exhibiting cultural heritage and its environment which is material to intangible and has a purpose for pleasure up to Education.

The museum is also a very important institution for education. Museums not only have the purpose of exploring aspects of the needs or interests of education, but museums are also an important part of in the world of education itself (Drs. Luthfi Asiarto, 1994). It was recorded that in October 2019, the number of museums in Indonesia reached 439 museums.

The museum is a place to store historical items that today are converted into tourist attractions that display historical objects that will be shown to visitors. (Junaid, 2017)

## 2. RESEARCH METHOD

The research method used in this study is a qualitative research method. Library data obtained from reference books and journals, field data obtained through the stages of field surveys and interviews. Data collection uses Literature Studies which collects various types of literature, books, and papers related to the design of the Bandung Geological Museum and various other supporting materials.

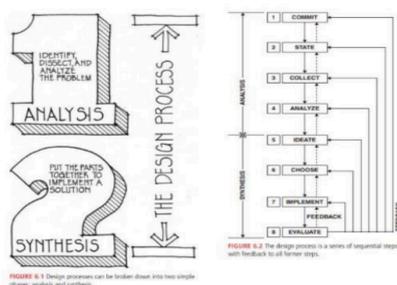
Field studies are carried out by observation which directly observes the façade, interior, building structure and other supporting data at the Bandung Geological Museum which will be held on Sunday, September 04, 2022.

Documentation, survey to the field on Sunday, September 04, 2022 by collecting data in the field to support and complement this design by taking pictures of each space to be designed.

The interview was conducted on September 4, 2022 at 12.15 with the speaker, Mr. Isnu as the head of the Bandung Geological Museum. Interviews are intended to obtain additional data considering that the information obtained from literature or articles is not so complete. The design process applied to interior design is the method of Otie Kilmer and Rosemary Kilmer, which has a design process as shown below:

**Figure 1**

*Design Process Diagram*



Futuristic concepts are ideas of thought that lead or have ties to the future. Futuristic technology can also be classified into aspects of technology that in the period of research or development and its use has been estimated for several years which will come.

Based on Antonia Sant 'Elia, futuristic design has several characteristics of its spatial formation, such as having elastic and light values, not wearing ornamental art, being an attempt to show off the concept of freedom and Courage, it is important to create new inspiration from the material and use slashes and curved shapes so as to create a dynamic impression.

Below is the moodboard sought after and produced by researchers in this study that explains how futuristic concepts are applied to the interior.

**Figure 2**  
*Moodboard*



### 3. RESULT AND DISCUSSION

Bandung is one of the most tourist destinations in Indonesia, including the Bandung Geology museum which has been established since April 23, 1927 by the Dutch government during the colonial era.

**Figure 3**  
*Bandung Geological Museum Logo*



Bandung Geology Museum is located in Bandung City, jl. Diponegoro no. 57, Cihaur Geulis, Kec.Cibeunying Kaler. The Bandung Geological Museum building was designed by Art Deco, which involved 300 workers, and is estimated to use 400 guilders. The following are the operating hours of the Bandung Geological Museum where the museum does not operate on national holidays.

**Table 1**  
*Operating Hours of Bandung Geological Museum*

Day	Time
Monday	Holiday
Tuesday	09.00-15.00
Wednesday	09.00-15.00
Thursday	09.00-15.00
Friday	Holiday
Saturday	09.00-14.00
Sunday	09.00-14.00

Futuristic according to KBII in 2013 is directed, towards the future, related to the future, futurism (a view of beauty that prioritizes or attaches importance to the meaning of the future), futurology (the science of future) or progress.

Based on Andie A Wicaksono and Enda Tisnawati (2014) Futuristic is a concept that bases the imagination of objects in the future.

Futuristic is thinking that is directed or tied to the future. Technology is closely related to Futuristic. Futuristic is an understanding that aims to express a freedom so that it can express ideas that have unusual forms such as creative or innovative. Futuristic also aims to produce something passionate, and always has a focus according to his wishes or era. According to Diwarni & Yardha, 2017, the application of futuristic concepts can also be seen in the appearance but must also pay attention and certainly take into account the function of the object.

According to Krisdianto, Purwantiasning, & Aqli, n.d., Futuristic architecture has a basic principle, namely having a future-oriented meaning so that the image of the building can give the impression that it always keeps up with the times. Buildings not only have ordinary shapes but rather have unusual or abstract shapes that do not follow the basic geometric shapes and are mentioned in the book *Futurism: An Anthology* i.e. futuristic concepts teach slash, curved or elliptical shape (Diwarni & Yardha, 2017) and also uses developments from technological advances in the modern era (Krisdianto, Purwantiasning, & Aqli, n.d.).

The Futuristic concept applied to the interior of the Bandung Geological Museum refers to the following criteria below as shown in table 1.

**Table 2**

*Distinctive Parameters of Futuristic Design*

No	Parameters
1	Unique Shapes
2	Benefitsof an Technology
3	Futuristic lighting
4	Minimalist
5	Aerodynamic and Ergonomic Furniture
6	Use of Slippery and Shiny Materials

### Unique Shape

The concept of Futuristik has such characteristics, unique shapes are not even common such as oval-shaped lines, sharp corners, and using arch shapes in its construction.

### Benefitsof Technology

Pick up and use the latest technology and apply it aesthetically. Such as digital LED layers and holograms.

### Futuristic Lighting

Lighting is one of the important factors that can influence or change the shape of futuristic design. The selection of the right type of lighting can also be a very important point and should

not be missed. At the Bandung Geological Museum, dynamically designed Membrane lamps are applied and the application of led strip lights on each collection table.

### **Minimalist**

Futuristic design raises the principle of a minimalist concept that is simple or does not use many ornaments.

### **Aerodynamic and Ergonomic Furniture**

The futuristic design adheres to the principle of minimalism that is simple and does not have many ornaments.

### **Use of Slippery and Shiny Materials**

In order to create an elegant futuristic impression, this design generally utilizes a material with a slippery and shiny texture. Common materials used are such as stainless steel, acrylic, Pvc Sheet, and terazzo.

### **Figure 4**

*Material*



In addition to the above parameters, there is also the selection and use of colors applied to obtain a thick futuristic image. The color that will be used is white which will be the dominant color in this design and the addition of black, silver, and blue.

White color gives a minimalist, clean, spacious and free impression, Black color gives a sense of glamour, depth of emotion, etc. Silver/gray tones give a stable, neutral, expansive impression, etc. The blue color gives a cool impression to the room.

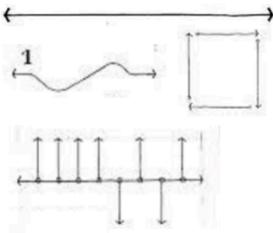
Because the Geological Museum is included in the cultural heritage, there will be additional floor construction in the form of a low stage on which epoxy will be applied and the use of led lights on the floor. For the color of the epoxy floor will use black and white colors that are glossy finishing.

The wall concept will have a second skin to get maximum design results. The shape of the second layer will be simple and dynamic which uses a shiny white pvc sheet finish and is accompanied by led lights as an accent on the wall.

The ceiling concept will be dominated by membrane lights that will make the image of the room more futuristic and the use of a dynamic drop ceiling makes the atmosphere of the room more attractive.

The Concept of Circulation applies the Linear Circulation Pattern.

**Figure 5**  
*Circulation Patterns*



The concept of technology uses several technologies to support the creation of a futuristic impression in the room of the Bandung Geological Museum, such as:

- a) 3D Hologram, is a photographic technology that can record or copy scattered light from an object and then presented into a 3-dimensional shape.
- b) Smart Table, is a kind of information table in which a touch screen is embedded containing the collections in the Museum.
- c) Augmented Reality, a technology that can transform 2-dimensional objects into 3-dimensional objects by pointing the smartphone to a 2-dimensional plane and displaying a 3-dimensional plane on a smartphone.

The following is the implementation of the futuristic concept at the Bandung Geological Museum:

**Figure 6**  
*Entrance*



**Figure 7**  
*Entrance*



**Figure 8**  
*Entrance*



**Figure 9**  
*Entrance*



#### **4. CONCLUSIONS AND RECOMMENDATIONS**

Based on the existing background, it can be concluded that the application of the Futuristic concept to the Bandung Geological Museum follows existing rules. It can be seen through the parameters obtained that the Futuristic design concept applies several criteria, namely: Unique Shape, utilizing Technology, Futuristic lighting, Minimalism, Aerodynamic and Ergonomic Furniture, Slippery and Shiny Materials. The combination of colors also affects the results of applying this concept by making white as the main color where white itself is a neutral color, as well as the addition of silver and black colors as well as blue and Oren as a companion / sweetener from the application of this concept. For material use, use stainless steel, acrylic, pvc sheet and epoxy flooring. The results of the application of the Futuristic concept to the Bandung Geological Museum are expected to (a) provide knowledge and benefits for subsequent compounding, (b) become a reference in design with Futuristic concepts, (c) provide motivation and inspiration to students in designing museums.

#### **Acknowledgement**

In the course of creating this journal, I would want to express my gratitude to all who have provided assistance. In order to complete the data necessary to conclude and analyze the demands of Museum projects. I'd like to express my gratitude to all expert who have produced the parameters, as well as the journals available in this study as a supporting theory for the research, if the results of this study can be helpful and useful for researchers in finding references.

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