

THE APPLICATION OF THEMATIC CONCEPT TOWARDS INTERIOR OF “SEJARAH KEHIDUPAN” ROOM OF MUSEUM GEOLOGI BANDUNG

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ABSTRACT

Indonesia has a variety of tourism destinations including museums. However, over time, the frequency of museum visits in Indonesia has experienced a decline. The museum is one of the historical tourist destinations that educates visitors with cultural wealth., so the existence and relevance of the museum must be maintained, one of which is by paying attention to the interior design. The Museum Geologi Bandung is a cultural heritage museum that provides information about geology and earth sciences. One of the main exhibition rooms is the “Sejarah Kehidupan” room which tells about the development of the earth from its inception until the emergence of humans. The qualitative description method is used to present the results of descriptive analysis of the application of thematic concepts towards the “Sejarah Kehidupan” room of Museum Geologi Bandung. The aim is to find out more about how interior design can support museum needs in terms of display forms, concepts and universal visitor necessity. The design theme used is “a journey through time”, adapted to the type of exhibition. The application of the thematic concept will create a unique experience for visitors and take them back to the past to learn about the beginning of the formation of the earth, the processes and changes that occurred in it, including the history of the emergence of all living things. Supported by an attractive interior theme, it will increase the number and demand of visitors to the Museum Geologi Bandung

Keywords: History, interior, geology, museum, thematic

1. PREFACE

Indonesia has various types of tourism, ranging from marine tourism, nature reserve tourism, culinary tourism, cultural tourism and many more. One of the tourist destinations that Indonesian people often visited was museums. A museum is a historical tourist attraction that stores and displays a wealth of cultural knowledge and portraits of events and nature. As time goes by, the level of visits to museums in Indonesia is decreasing. Several things that have caused this decline are the occurrence of Covid-19 and the difference in the current generation's learning methods where everything must be effective and efficient (Wilson, et al., 2022). This requires museums to continue to adapt over time so as not to become outdated. The museum itself cannot be separated from its main purpose as a distributor of education, conservation and recreation for its community (Mufidah, 2019).

Museums must be supported by designs that provide spatial experiences so that visitors have things to remember, the desire to return to visit and recommend them to others (Elgammal, et al., 2020). One aspect that can attract visitors without losing the main purpose of the museum is to pay attention to the interior design. Interior design has an important role in increasing the attractiveness of museums to the public (Lelo, et al., 2018)

The Museum Geologi Bandung is one of the oldest museums that provides information about geology and the history of the formation of the earth. One of the permanent exhibition rooms is

the “Sejarah Kehidupan” room which translates to the history of life room (Direktorat Museum, 2008). The “Sejarah Kehidupan” room is a space that provides information about the formation process of the earth and its living creatures, which consists of 4 areas, namely paleozoic, mesozoic, hominid, and Cekungan Bandung. With the progressive nature of the collection, the interior of the “Sejarah Kehidupan” exhibition space must be made in such a way that visitors feel the dynamic changes of the times.

Based on the results of a survey conducted by the author, the interior design in the “Sejarah Kehidupan” room of the Museum Geologi Bandung still does not display the information well and does not attract the attention of visitors. Therefore, the author wants to create an interior design for an Indonesian history exhibition space that can meet the needs of all users.

2. RESEARCH METHOD

The method used is a qualitative descriptive method. Collecting primary data through the process of interviews and surveys of research objects. Continued with the analysis stage of the interior of the designed research object which is the “Sejarah Kehidupan” room. The focus of the research is on the results of the design and application of thematic concepts to the interior of the research object. Supported by literature studies and data collected about the research object. The research object is the Museum Geologi Bandung which is located on Jl. Diponegoro no. 57, Cihaur Geulis, Cibeunying Kaler District, Bandung, West Java. In the design process of the research object, new functions are prioritized that are more in line with current needs. The research limitations of the Indonesian History exhibition room at the Museum Geologi Bandung with research limitations are the areas as follows:

- a) Paleozoic Area
- b) Mesozoic Area
- c) Hominid Area
- d) *Cekungan Bandung* Artifact Area

According to Kilmer (2014), there are two stages in the design process, namely analysis and synthesis. In the first stage, the problem is identified, analyzed and several steps are taken to solve the problem. Then in the second stage, the results of the analysis process are processed again to produce ideas and alternative solutions to existing problems. Then these two stages are further divided into several more specific parts. The analysis stage consists of the stage of accepting a project, the stage of identifying problems, the stage of collecting data in the field, the stage of analyzing problems from the data collected, the idea stage of preparing a schematic concept. Throughout all the stages, design alternatives are produced and will be selected. At the end of the stage, the design process and result will be reviewed to make design revisions.

3. RESULT AND DISCUSSION

The Museum Geologi Bandung is one of the oldest museums in Indonesia which provides information and exhibitions about geology. According to the Geological Agency Performance Report in 2019, visitors to the Museum Geologi Bandung also experienced fluctuations up and down seen from data from the four years before Covid-19. This shows that museum managers are still unable to maintain and increase the number of visitors. The attractive design will provide a unique experience for museum visitors to come (Meirissa, et al., 2021). The Museum Geologi Bandung already provides virtual tour services, a more modern interior design is needed to increase visitors' interest in coming to the museum in real life. Therefore, the concept adopted for designing the Museum Geologi Bandung is a modern interactive thematic concept by making greater use of technology such as interactive video mapping, 3D printing exhibitions which can

attract the attention of visitors. Creating a new atmosphere without losing identity in museum interior design includes floor, wall and ceiling elements (Purnomo, et al., 2022).

The design concept used in the interior design process for the research object is the theme "a journey through time", adapted to the type of display and character of the exhibition. This theme will take visitors back to the past to learn about the beginning of the formation of the earth, the processes and changes that occurred in it, including the history of the emergence of all living things. The exhibition is presented using a thematic concept according to its respective theme and storyline concept (Delfin, et al., 2019) where the arrangement of the exhibition area is arranged according to age, starting from the oldest to the most recent. The storyline of the history of life exhibition space itself starts from the Paleozoic area where all life began in the ocean, continues to the Mesozoic area where life began to exist on land, then the hominid area where the first humans appeared, then the Cekungan Bandung area which contains artifacts left over from the formation process of Cekungan Bandung (Kristina, et al., 2022).

Figure 1

Paleozoic Area Moodboard



Figure 2

Mesozoic Area Moodboard

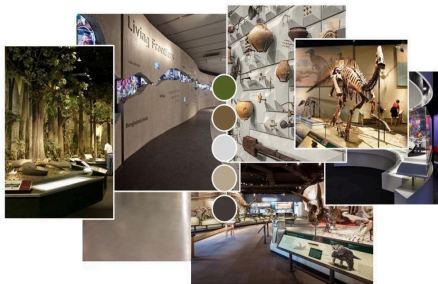


Figure 3

Hominid area moodboard

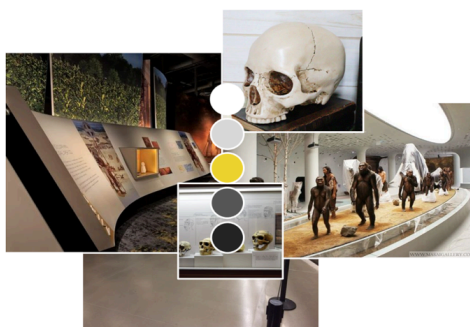
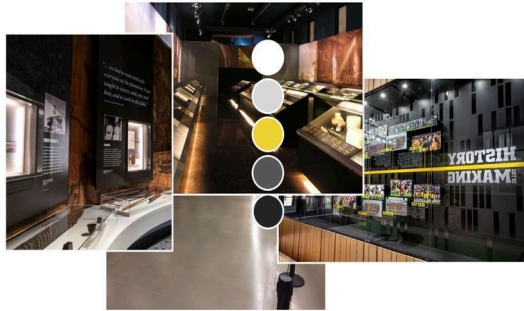


Figure 4

Cekungan Bandung Area Moodboard



The Paleozoic Area has an area of 86 m². The thematic concept highlighted in this area is adapted to the collection items which presents the ocean concept. The material used for the flooring in this area is epoxy coating. For the wall area, artificial rocks which are made out of fiberglass molding are used to make an analogy of the underwater atmosphere.

Figure 5

Paleozoic Area Perspective 1



Figure 6

Paleozoic Area Perspective 2



Figure 7
Paleozoic Area Perspective 3



The Mesozoic Area has an area of 261 m2. The thematic concept highlighted in this area is adapted to the ambience of the fossil fauna habitat which is channeled by the use of dioramas as the main display furniture.

Figure 8
Mesozoic area perspective 1



The diorama is equipped with rocks and artificial plants with walls using custom HMR boards finished with wallpaper. The floor uses epoxy coating with glow in the dark stickers as wayfinding.

Figure 9
Mesozoic area perspective 2



Figure 10

Mesozoic area perspective 3

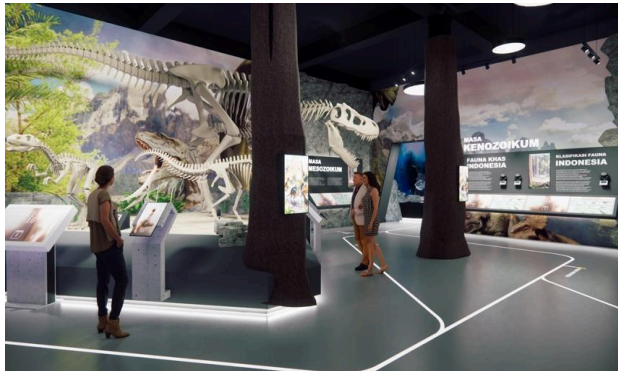


Figure 11

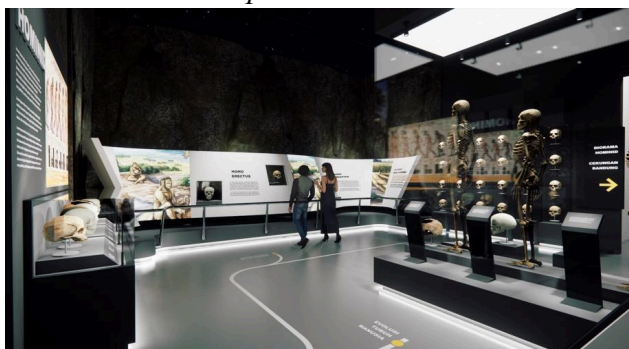
Mesozoic Area Perspective 4



The Hominid area has an area of 76.5 m2. The thematic concept highlighted in the Hominid area is adapted from the prehistoric human habitats, namely caves. The cave concept is demonstrated by the use of artificial rock made from fiberglass molding which covers the walls with a height of 4 meters and the ceiling is painted black to give a dark cave atmosphere.

Figure 12

Hominid Area Perspective 1



The display exhibits a collection of ancient human skulls found during the Tertiary Cenozoic era and also a reconstruction of the human body skeleton. The main display panel uses Medium Density Fiber (MDF) material with a matte white Taco HPL finish which is curved to show the dynamic development of ancient humans.

Figure 13
Hominid Area Perspective 2



Cekungan Bandung area has an area of 120 m2. The thematic concept highlighted in the Cekungan Bandung area is adapted to the ambience of Cekungan Bandung. In this area, the main exhibition collection is artifacts and rocks found around the area which were buried during the creation process of Cekungan Bandung.

Figure 14
Cekungan Bandung Area Perspective 1



Figure 15
Cekungan Bandung Area Perspective 1



Figure 16
Cekungan Bandung Area Perspective 1



The floor uses epoxy coating as a finishing with glow in the dark stickers as wayfinding. There is a display panel showing the geochronology of the Cekungan Bandung which was made using dry transfer lettering.

4. CONCLUSIONS AND RECOMMENDATIONS

The design concept used in the interior design for the research object and design development in "Sejarah Kehidupan" Room consists of four areas; Paleozoic area, Mesozoic area, Hominid area, Cekungan Bandung area. The theme "a journey through time" adapted to the type of display and character of the exhibition. This theme will take visitors back to the past to learn about the beginning of the formation of the earth, the processes and changes that occurred in it, including the history of the emergence of all living things. The application of the thematic concept will produce a unique experience for visitors and take them back to the past to learn about the beginning of the formation of the earth, the processes and changes that occurred in it, including the history of the emergence of all living things. Supported by an attractive interior theme, interior displays that provide virtual experiences and the unique interior design elements will increase the number and interest of visitors to the Museum Geologi Bandung.

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