

PERENCANAAN INTERIOR PADA MUSEUM WAYANG GOLEK SUNDA DI JAKARTA

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Abstrak

Perencanaan ini bertujuan untuk mendeskripsikan suasana interior museum wayang golek bagi generasi millennial, baik dari sisi tradisional maupun teknologi canggih. Hasil perencanaan sebagai berikut, museum wayang masih minim pengunjung generasi millennial dikarenakan museum yang monoton dan membosankan. Museum seharusnya ada sedikit perubahan agar menarik perhatian para generasi millennial berupa teknologi canggih hingga pemasaran museum yang lebih digemparkan lagi, agar generasi millennial tertarik untuk mengunjungi museum wayang golek sunda tersebut.

Kata kunci : Museum, Generasi Millennial

Abstract

This planning aims to describe the interior atmosphere of the puppet show museum for the millennial generation, both in terms of traditional and sophisticated technology. Planning results as follows, the puppet museum is still minimal visitors to the millennial generation because the museum is monotonous and boring. The museum should have been slightly changed in order to attract the attention of millennials in the form of sophisticated technology to the marketing of the museum which is even more publish, so that the millennial generation is interested in visiting the Sundanese puppet museum.

Keywords : Museum, Millennial Generation