

## INTISARI

Skripsi ini membahas tentang pengembangan pameran interaktif di Museum Monumen Yogya Kembali. Pengembangan ini ditawarkan dengan basis karakteristik Museum Monumen Yogya Kembali agar jenis pameran interaktifnya sesuai. Gagasan pengembangan pameran interaktif ditujukan untuk memberikan rekomendasi strategi pengembangan pameran, sehingga dapat meningkatkan pengalaman dan pengetahuan pengunjung. Model penalaran yang digunakan ialah penalaran induktif, bersifat deskriptif kualitatif.

Identifikasi karakteristik Museum Monumen Yogya Kembali dan hasil survei menghasilkan jenis pameran interaktif yang sesuai dengan Museum Monumen Yogya Kembali ialah *Hands-On*, *Role-Playing*, dan Permainan Interaktif. Gagasan yang dimaksud dapat diimplementasikan pada pengembangan pameran interaktif bertema “Perang Gerilya” yang merupakan kombinasi *Hands-On* dan Permainan Interaktif. Sementara pada tema “Aku Seorang Pejuang” bentuk pameran interaktif yang sesuai ialah perpaduan antara *Role-Playing* dan *Hands-On*.

**Kata kunci:** museum, pameran interaktif, museum monumen yogya kembali.

## ***ABSTRACT***

This thesis discusses interactive exhibition improvement at the Museum Monumen Yogya Kembali. This development is offered on the basis of the characteristics of the Museum Monumen Yogya Kembali so that the type of interactive exhibition is appropriate. The idea of developing an interactive exhibition is aimed at providing recommendations on exhibition development strategies, so as to improve the experience and knowledge of visitors. The reasoning model used is inductive reasoning, qualitative descriptive.

The identification of the characteristics of the Museum Monumen Yogya Kembali and the results of the survey resulted in the types of interactive exhibitions that are compatible with the Museum Monumen Yogya Kembali, namely Hands-On, Role-Playing, and Games Interactive. This idea can be implemented in the development of an interactive exhibition themed “Perang Gerilya” which is a combination of Hands-On and Games Interactive. Meanwhile, on the theme “Aku Seorang Pejuang”, the appropriate form of interactive exhibition is a combination of Role-Playing and Hands-On.

***Keywords:*** museum, *interactive exhibition*, museum monumen yogya kembali.