

INTISARI

Skripsi ini membahas mengenai perancangan program edukasi museum dengan metode *Outreach Program*. Dalam penelitian ini dilakukan eksplorasi berbagai pendekatan dan model yang efektif untuk merancang *Outreach Program* yang nantinya akan berfungsi sebagai alat pendukung pembelajaran dari museum untuk sekolah yang disesuaikan dengan tema dan kurikulum sekolah. Museum Gunungapi Merapi (MGM) dipilih sebagai objek rancangan *Outreach Program* sebab sesuai dengan kurikulum sekolah mengenai rangkaian aktivitas geologi, lokasi yang jauh dan memiliki program serupa yaitu Museum Masuk Sekolah (MMS). Perancangan *Outreach program* dapat dilakukan sebagai pengembangan dari program MMS yang sudah ada. Penelitian ini menggunakan metode studi pustaka, observasi, wawancara dan perancangan program museum lewat 3 tahap (tahap inisiasi, tahap definisi, dan tahap desain). Hasil rancangan *Outreach Program* dibuat judul "Kita dan Alam: Bersahabat dengan Gunung Merapi" kegiatan *Outreach Program* menggunakan kuis, permainan, *Do it yourself* (DIY) seperti (Miniatur Merapi, Seismograf, Tiltmeter), analogi karamel, simulasi, papan proyek, dan papan harapan (untuk kesan dan pesan). Selama kegiatan akan ada *booklet* materi yang dibeberepa halaman yang berisi permainan gambar mozaik, cari kata, lengkapi gambar dengan stiker. Serangkaian kegiatan tersebut memberi dampak positif seperti akan lebih mudah bagi siswa untuk mencerna informasi, memberi motivasi, interaktif, dan menyenangkan.

Kata Kunci: *Outreach Program*, Perancangan program museum, edukasi museum, Museum Gunungapi Merapi, Museum Masuk Sekolah

ABSTRACT

This research will discuss the planning of an educational museum program using the Outreach Program method. In this research, various effective approaches and models were explored to design an Outreach Program which will later function as a learning support tool from museums for schools that is adapted to the school's themes and curriculum. Museum Gunungapi Merapi (MGM) was chosen as the object of the Outreach Program design because it is in accordance with the school curriculum regarding a series of geological activities, a remote location and has a similar program, namely Museum Masuk Sekolah (MMS). The role of the Outreach program can be carried out as a development of the existing MMS program. This research uses literature study methods, observation, interviews and museum program design through three stages (initiation stage, definition stage and design stage). The results of the Outreach Program plan were created with the title "Kita dan Alam: Bersahabat dengan Gunung Merapi". Outreach Program activities use quiz, games, Do it yourself (DIY) such as (Miniature Merapi, Seismograph, Tiltmeter), caramel analogy, simulations, project board, and a wish board (for impressions and messages). During the activity there will be booklet material on several pages containing mosaic picture games, word searches, complete pictures with stickers. This series of activities has a positive impact, such as making it easier for students to digest information, providing motivation, being interactive and fun.

Keywords: Outreach Program, Planning Museum Program, Museum Education, Museum Gunungapi Merapi, Museum Masuk Sekolah