INTERIOR DESIGN OF MUSEUM CITY MAKASSAR WITH A BLEND OF COLONIAL AND TORAJA NUANCES

ABSTRACT

Makassar, the gate of eastern Indonesia has great potential as a tourism city. This can be seen from the number of flights through the airport of Sultan Hasanuddin, either from within or abroad. One area of tourism that can be enjoyed is cultural tourism. Tourism can be enjoyed by traveling to cultural sites, or through the museum has a collection of historical relics.

Museum is a building that was built in order to accommodate the relic of the past. Expected from the presence of these museums could raise awareness about the precious heritage of our ancestors. Ironically, people now think that museum is an old, boring, and unattractive building.

Design method involves the direct data collection and indirect data collection. Field surveys and direct interviews with stakeholders in the museum is the method adopted to obtain data in the form of existing data and other premiere. While the data of Toraja and colonial literature obtained from the internet and surveys directly related to the places. The problem seeking of the Museum City Makassar itself is done by direct survey, followed by comparing the Museum City Makassar with other museums, so we can get the right design according to the concept that will be applied.

The result will be obtained is a museum that not just displaying some of relic and collection, but also as an amusement park for its visitor. This amusement concept will be blended with Toraja’s ethnic with a little touch of colonial. The final design is an interior that provide the display, with an aesthetics touch of toraja’s shapes transformation and an innovative and informative technology.

Key words : interior, museum, Makassar, colonial, Toraja