

## **ABSTRACT**

### ***DESIGNING INTERACTIVE MEDIA FOR VIRTUAL MUSEUM OF KERIS PUSAKA, TAMAN MINI INDONESIA INDAH (TMII)***

Raihan Avindi.<sup>1)</sup>, Desi Dwi Kristanto, S.Ds., M.Ds. <sup>2)</sup>.

*1) Student of Visual Communication Design Department, Universitas Pembangunan Jaya*

*2) Lecturer of Visual Communication Design Department, Universitas Pembangunan Jaya*

*Virtual museum is a program created for the public to be able to visit museums using only the devices they have. Virtual museums are usually packaged as a simulation of existing museums, usually in the form of photo slides, videos or user interfaces. Many Virtual Museums have been created to assist museum organizers in providing information that has not been widely developed as a means of education for the public. In recent years, digital technology is increasingly evolving and has presented a virtual platform of museums that allows users to remotely access museum collections. In this context, the virtual development of the heritage keris museum can be an effective and innovative alternative to introduce the kris to the wider community without having to come to the museum in person. So the purpose of this research is to create interactive media that serves to introduce collections from the Pustaka museum. The results of this study serve to display information in the form of videos, images, or virtual reality.*

**Keywords:** *Virtual Museum, Graphic, Interactive, 3D Asset*