

# LEARNING MUSEUM OF STATE UNIVERSITY OF MALANG

1<sup>st</sup> Ismail Lutfi  
*History Department*  
*Universitas Negeri Malang*  
Malang, Indonesia

2<sup>nd</sup> Blasius Suprpta  
*History Department*  
*Universitas Negeri Malang*  
Malang, Indonesia

3<sup>rd</sup> Ulfatun Nafi'ah  
*History Department*  
*Universitas Negeri Malang*  
Malang, Indonesia

4<sup>th</sup> Ari Sapto  
*History Department*  
*Universitas Negeri Malang*  
Malang, Indonesia

5<sup>th</sup> Joko Sayono  
*History Department*  
*Universitas Negeri Malang*  
Malang, Indonesia

**Abstract—** As one of the eldest Higher Education Institution in Indonesia, State University of Malang has done many significance achievements in the making better education process. In addition, this university also mansioned as Learning University. Accordingly, building a university museum is appropriate. This study is tends to show what kind of museum built by this university. How strong the storyline may give experience for the visitor during and after visiting this museum. This museum is labeled by learning museum rather than education museum.

**Keywords—** *university museum, storyline, learning museum*

## I. INTRODUCTION

Especially in the university environment along with the growing and developing awareness of the history of the academic community regarding the importance of historical data about excellence, then gradually in the higher education institutions of higher education established universities based on certain branches of science. What is meant is that in the Faculty of Biology, Gadjah Mada University, Yogyakarta stands the Museum of Biology, at the Indonesian University of Education, Bandung stands the National Education Museum, at the Yogyakarta State University, the Indonesian Education Museum stands. The museums are categorized as special museums based on the history of the development of Biological Sciences, about the history of the development of Indonesian Education from prehistory to the present and future education. The Indonesian Education Museum, Yogyakarta State University (UNJ) is based on historical facts of educational development in the archipelago. Meanwhile, within the College of Malang State Polytechnic stands the Museum of Technology based on the development of technical education in Indonesia.

Based on the above background and to complete a museum based on higher education, the State University of Malang (UM) intends to establish a Museum of State University of Malang. To realize these efforts, the Department of History, Faculty of Social Sciences, State University of Malang on the mandate and blessing of the Dean of the Faculty of Social Sciences, State University of Malang conducted a comparative study to (a) Museum of National Education, University of Education Indonesia (UPI) Bandung, (b) Museum Geologi Bandung, (c) Lembang Space Museum, Bandung, and (d) Indonesian Education Museum, Yogyakarta State University. In addition, the team

also conducted a comparative study to see in detail about the storyline of the showcase of the Malang Tempoe Doeloe Museum, Inggil Documentary Malang. The study of comparative studies was intended to compile the Museum of Education Proposal for the State University of Malang

The plan for the establishment of the Museum of State University of Malang will occupy the old building, which is located on Jalan Semarang No.5. The State University of Malang Museum Building was inaugurated by the Rector Prof. Dr. H. Suparno on the date October 18, 2014, but until now the museum's content is still on progress. For this reason, the need to do development research is needed.

## II. FINDING AND DISCUSSION

### A. *University Museum*

The University Museum or often also called the College Museum was first developed in London as the Flinders Petrie Museum at University College London. The museum initially stores, protects and presents collections from individual academic research results. In connection with this, the museum consists of expedited research collection material in Egypt and the Near East in the 19th century Originally the collection material was intended to support future academic research and provide a collection of teaching materials for students. The situation is changing now, by looking at university change agendas, including widespread participation and diversity of students. Therefore, the repository of research materials is trying to be a public history facility, ensuring the involvement of the community outside the institution. By striving to open the university's collection to the wider community to achieve a balance between the needs of research with other communities.

The University Museum collaborates with secondary schools and communities, as the Newcastle University Museum does by providing support to create a school museum and also by University College at Los Angeles by providing a place within their university museum facilities as a place for the community. Public history projects beyond the reach of this museum have led to the creation of off-pack collections for broader education and training by school students and teachers, together with strategies to convince users of diverse ethnicities and cultures through the translation of learning resources and history as a language [1]. That is profile of the University or University Museum

which presents a collection of material from the results of future research and research material collections. If this is associated with the State University of Malang's strategic plan (Renstra), then the need to conduct an in-depth study of collection material which includes collection material research results that have been conducted by the State University of Malang, community service collection materials that have been carried out by State University of Malang and learning innovation collection materials which was once produced by the State University of Malang.

Learning resources are a very important means of learning and teaching. Educators must be able to explore various kinds of sources to get the right tools to teach and complete what has been provided in the printed book, to add information, to expand the concept and to arouse students' interests. The museum is one place that can be used as a source in history learning. Educators can visit museums to show historical facts to students. The museum has objects that can be held and seen, while in a learning environment it cannot be presented as in a museum.

### *B. The Storyline Concept*

The story that will be built is the historical development of learning innovations from the Prehistoric, Hindu-Buddhist, Islam Period, Colonial Period, Indonesian Independence Period, Current Age and Future in Indonesia. Scenarios to direct the movement of visitors from one dish to the next is contained in codes and directions that stand out in each room to guide visitors to follow the plot even though without a guide. The concept applied is Direct Plan which is a one-way choice. This path only provides one direction to view the collection, which is first to use audio visual space to understand the whole story, then continue to view the collection. The first collection relates to the history story of learning at UM from the beginning to 2016.

The display of collections in the form of dioramas containing a series of historical events is followed by collections which are certainly related to the diorama plot. Furthermore, a collection of collections about learning in the eastern part of Indonesia, especially East Java. This latest collection is both an attraction and a peculiarity of the UM Museum.

In closing, visitors to go to the workshop room to interact directly so that they have the impression after leaving the museum. At certain times the channel can also be developed into a Radial Plan or Random Plan to give visitors more creative freedom in the process of building historical appreciation.

This storyline is structured for short-term purposes considering the limited space available. In the future this storyline can be further developed in accordance with the space facilities prepared as development.

### *C. Rooms: A Storyline Implementation*

Museum activities are now growing as a result of paradigm changes. If at first museum activities centered on collections, then in its development museum activities were centered on the community. The museum is not just a place to store rare and expensive objects, but as a cultural institution that serves the community [2]. Thus, the museum

began to develop itself into an institution that was open to the community.

The change also made the museum's educational mission shift. If all this time museum education plays a role to convey education to children, but with the development of the existing paradigm, the museum must also be able to deliver its educational mission to all walks of life. The museum is not just a place to educate the public, but a place of learning, which includes in it is a place where visitors can gain experience of the history of learning innovations from the Prehistory to the Future [3].

For the world of education, the existence of museums cannot be separated from the history of human development, culture, and environment. The museum is a vehicle for capturing and documenting activities and events and historical objects. One of the main functions of the museum is to provide education (education) services. Educational programs are media that can be used to convey messages that can be considered as a form of communication activities.

The educational concept/workshop offered to be applied to the Museum of State University of Malang: Learning Museum of Malang State University is a concept of constructivist education. This implies that the exhibition presented by the Museum of State University of Malang: Learning Museum of Malang State University must be able to give visitors the freedom to interact directly with the collection presented. Thus, collections on display in museums must be able to be touched, touched, or held so that it can stimulate the thought process and stimulate visitors to try to explore the collection of interest. Therefore, an active learning approach as a form of strategy to be applied must pay attention to the following elements:

1. centered on visitors;
2. has an emphasis on finding;
3. empower all senses and potential visitors;
4. using a variety of media;
5. adjusted to existing knowledge.

Thus the arrangement of the exhibition that must be carried out by the Museum manager of the Malang State University must pay attention to the things as stated by Hein, as follows:

1. provide a broad range of active learning models;
2. presents a range of viewpoints (points of view);
3. allows visitors to connect with objects and ideas through an activity that uses their life experiences;
4. provide experiences and materials that enable them to conduct experiments, conjectures, and draw conclusions in relation to learning innovations.

Audio Visual, is often considered passive media, because the audience without taking any action other than staring and listening can already receive information from the audio visual display. Although passive media is powerful enough to be used to convey information related to collections in the museum. This audio visual can also be used as a reinforcement media for the primary information that has been conveyed by the museum collection. A special room for the screening of short films related to the collection will give a focus on the visitors. The films presented are also adjusted

to the age level and general categories, categorizing age is assumed by information absorption. These films also do not rule out the possibility to be provided to special groups of students directly related to museums and archeology.

A place used to display dioramas and a collection of Learning Innovations during Prehistory or Pre-literacy Period. In this case consists of diorama panels as well as a collection of Learning Innovations in the Paleolithic Tradition Era, Learning Innovation in the Mesolithic Tradition Era, Neolithic Tradition Era Learning Innovation and dioramas and a collection of Learning Innovation Perundagian Era.

A place used to display dioramas and a collection of learning innovations in the Hindhu-Buddhist Era. The panel designs presented were Diorama and Learning Innovation Collections for the Kingdom of Kuta - Tarumanegara, Dioramas and Collections of Learning Innovations for the Kingdom of Sriwijaya, Dioramas and Learning Innovations Kadhiri Kingdom Period, Dioramas and Learning Innovations Kingdom Period Sinhasari and Diorama and Kingdom Period Learning Innovation Collections Majapahit plus Hinduism-Buddhist Learning Dioramas and Learning Innovations in Eastern Indonesia.

Diorama Room and Collection to display dioramas and collections of learning innovations in the Islamic Age. The panel designs presented were Diorama and Early Learning Innovation Collections in the Development of Islam in Indonesia, Dioramas and Era Wali Songo Learning Innovation Collections namely Sunan Giri Era, Sunan Kalijaga Era, Sunan Kudus Era, Sunan Muria Era, Sunan Gunung Jati Era and Sunan Era Bonang, Dioramas and Learning Innovations During the Kingdom of Demak, Dioramas and Learning Innovations The period of the Islamic Mataram Kingdom, Dioramas and the Collection of Kasultanan Learning Innovations in Aceh, Makasar, Ternate and Kasunan Banten. Plus Dioramas and Collections of Learning Innovations for Islam in Eastern Indonesia, namely Lombok and Maluku.

Diorama Room and IV Collection at Museum of State University of Malang: Learning Museum of Malang State

University is a place used to display dioramas and collections of learning innovations in the Colonial Period. The panel designs presented are Diorama and Collection of Learning Innovations Era Ki Hadjar Dewantara, Dioramas and Collections of Learning Innovations Raden Ajeng Kartini Era, Dioramas and Collection of Learning Innovations Era Dewi Sartika, Dioramas and Collection of Learning Innovation Era of the Roman Catholic Church, Diorama and Innovation Learning the Mission Era of Protestant Christian Groups, and Dioramas and Educational Collections of Inlanders and Natives in Indonesia.

The space used to display dioramas and collections of learning innovations in the Old Order, New Order, Reform Order and learning innovations in the Future. Coupled with the Learning Innovation of the Reseach Results Malang State University including the innovative learning that has been developed by the education leader of IKIP MALANG, Ibu Pakasi. Besides that, it also presents the History of the Establishment and the Results of Monumental Achievements in Malang State University.

### III. CONCLUSION

Learning Museum of Malang State University has obligation to deliver information effectifly, iteractively and implements appropriate methode in reaching particular society. Visitors willingness background has to be take into consideration in setup and built storyline of the museum itself. Museum as source of informasion and to comunicate with visitors through the collections has to fasilitate with adequate and valid presentation. Both, assistance and without assistance, museum visitor will have much more knowledge upon learning inovasion'

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