

IV. CONCLUSION

The narration layer investigates the story contained in a museum and how a storytelling medium can communicate the story. This research sums up three indicators. According to the process of gathering the story, visitors could record all the story and storytelling medium based on display they see and guide's explanation without knowing the intent of the curator/architect. Visitors could use the story table and map system to record the story. This research concludes that Museum Fatahillah has 111 story spots conveyed through 7 storytelling mediums: location, building, spatial organization, form-space, object, label, and human. According to the storytelling medium, each spot of the story is dominated by a combination of more than one medium. Only the label (print and digital) can tell the story without depending on another medium. According to the character of the storytelling medium, Museum Fatahillah has two characteristics: intradiegetic (location, building, object, form-space) and extradiegetic (space organization, label, human). The intradiegetic nature of Fatahillah Museum is a museum's strength because visitors can be told directly by the 'narrator' in the story.

In other previous studies, using technology to tell stories is a good medium to attract visitors. However, by considering that the strength in the narration layer of Fatahillah Museum is the combination of intradiegetic and extradiegetic characters, the technology have to increase the intradiegetic value. Technology tends to tell stories or information extradiegetic, such as creating boards, interactive panels, or animations. Augmented reality technology can communicate stories in an intradiegetic way by emerging stories contained in sites, buildings, objects, and forms-space.

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