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## MUSEUMS AS A MEDIUM AND SOURCE OF LEARNING

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**ABSTRACT**

**Background:** Learning is an activity that involves teachers and students in interacting. However, in reality, not a few students are not directly involved in learning, meaning that students play a passive role during the learning process. This can be caused in part by teachers' ignorance in the effectiveness of the use of learning media, so that students' motivation to learn decreases. **Purpose:** This literature study aims to find out how museums are used as a medium and source of learning, as well as analyze the obstacles and solutions of the factors that hinder their use. **Method:** The type of research used is a literature review using a descriptive method. **Result:** The results of the study show that museums can be used as a medium and learning resource because they can help teachers carry out learning outside the classroom, help increase student knowledge and understanding, and increase student motivation and participation during the learning process. As for the obstacles in its use, namely limited time and funds, as well as museum collections that are not relevant to what students are studying, the solution in handling it is to prepare a mature schedule and submit a budget to the school for student personal cost relief, then be able to adjust the museum and more relevant materials.

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## A. INTRODUCTION

Learning is an activity that involves student interaction with teachers, as well as students with other learning resources in order to improve students' abilities in three areas of education. This learning process can be said to be successful when there is interaction or reciprocal relationship between teachers and students (Anggraini and Wulandari, 2021), which aims to find out the level of students' understanding of the material presented.

In achieving learning goals, of course, components are needed that can support the achievement of these goals, the components in question are components in the learning system, including teachers, goals, students, learning methods or strategies, learning materials, evaluations, and learning tools (media) (Karyono, 2010). These components are interconnected with each other, meaning that when there is no one component in learning, it will certainly hinder learning in achieving goals.

As explained above, one of the components of the learning system is learning media. The word media comes from the Latin language, which is "medium" which means intermediary or the delivery of messages from the sender to the recipient of the message.

The media as a learning medium can be interpreted as a bridge that can support the learning process so that messages or subject matter can be conveyed properly (Nurrita, 2018). A teacher must be good at modifying learning media, in addition to making it easier to teach, media is also able to increase students' interest in learning so that it will increase student learning motivation. With increased student motivation, of course, learning will be easier and more fun so that students can follow learning well and learning goals will be easier to achieve.

Learning media is categorized as a tool for teachers and as a learning resource for students. Learning media can function as an addition to insights, instill skills, and change attitudes in every student who uses them. Each type of media has its own effects that will be caused to students (Aghni, 2018).

According to Sudono, in 1995 reviewed from the book "Development of Early Childhood Learning Media" said that learning resources are everything that is able to provide information and various skills to students, thus facilitating learning (Kustiawan, 2016). In simple terms, media as a learning resource for students is everything that can help students in improving and expanding their horizons.

However, it is not uncommon for a teacher to only use limited learning resources, namely by using only one learning resource, for example. In this era of globalization, of course, teachers must be good at modifying learning, one of which is in terms of the use of media. A teacher who understands the development of the times, of course, will not rely on books alone in learning, he will try to sort out the right media to use. One of the learning resources that can be used besides books is museums. According to KKBI <https://kbbi.web.id/museum>, a museum is a building that is used as a permanent exhibition of important objects for the community, such as historical artifacts, works of art, and research. In simple terms, a museum is a place to store valuable ancient items.

Museums have an important role in improving the quality of learning. In addition to functioning as a learning resource, museums can also be used as learning media. As a learning resource, museums are a place for students to gain new information and insights. Meanwhile, as a learning medium, museums make it easier for students to receive knowledge conveyed by teachers. Thus, museums play a role as one of the

components of learning resources or physical facilities that contain learning materials, which are able to encourage students to be more active in learning. Through observation activities in museums, students are not only more motivated, but also trained to think critically. Therefore, the use of museums in the world of education is very important to optimize the learning process (Evitasari et al., 2020).

In addition, museums can also be used as a means of learning by adjusting the material taught. The use of museums as a learning medium is due to the diversity of existing media to explain an event. This makes it easier for students to understand the objects on display. The advantage that students get is, because museums provide various media that provide information directly (Hartati, 2016).

However, the effectiveness of learning media depends on various factors, such as the suitability of the media for learning objectives, student characteristics, and the teacher's competence in managing the media. Therefore, it is important for educators and curriculum developers to understand the types of learning media, advantages, limitations, and how to use them in order to have a positive impact on the teaching and learning process.

Based on the rationality that has been presented, this article is intended to discuss museums as a medium and source of learning, the benefits and challenges of their use, as well as some recommendations for optimizing their use in various educational contexts.

## **B. METHOD**

This article uses a descriptive method, which aims to examine as deeply as possible using a variety of sources. Therefore, the type of article used is a literature review, which means collecting various data and information from books, writings, and literature related to the discussion. The focus of this research is the literature method, with the aim of finding out whether museums can be a medium and source of learning. After getting explanations from various sources, the data will be analyzed to find out if there is a relationship or relevance between each other. This is done to achieve the research objective, which is to answer or solve the research problem.

## **C. RESULT AND DISCUSSION**

### ***The Utilization of Museums as Learning Media***

Museums have an important role as a learning medium, according to Nur Khozin et al. (2010:2). They said that, as a learning medium, museums inherit the values of the nation's struggle and socialize their roles and functions to the community, as well as provide understanding and closeness to the community. In addition, by becoming a medium for learning, recreation, and inheriting the nation's cultural values, it is hoped that students will learn and become more connected to society (Yunus, Malae and Pakaya, 2021).

The museum has a collection that is not boring and visuals that can be used to learn history and the use of the museum's varied collection is able to provide motivation for students to learn (Nuryanti, Slamet and Zusrotin, 2018). The collection of fossils of ancient animals and humans can be used as a learning medium. Teachers do not need to use pictures to explain ancient humans because there are already fossil collections in museums to increase students' understanding of history that provides conventional

explanations, so that students feel happy with learning that uses museums as a medium and students can analyze directly in their own way related to the collections in the museum.

The use of museums as learning tools can help teachers in the implementation of learning because it helps students understand and appreciate the culture and historical objects that have been inherited by ancestors. Because students' knowledge and insight about historical objects are lacking, museums can be a useful learning medium (Hartati, 2016).

One way teachers can use museums as a learning medium is to take students to museums in person. By using museums as a learning medium, learning activities become more interesting and less boring, and students become more involved and understand the history or stories of the struggles of the heroes.

The teacher's strategy in using the museum as a learning tool is to tell the background of the collection in the museum, its history, and its benefits for the surrounding community (Septiani, 2023), to help students understand that history is not just stories, but stories that actually happened in the past.

### ***Utilization of Museums as a Source of Learning***

The ability to utilize learning resources is one of the important skills that a teacher must have. Teachers need to be able to use the various learning resources available in a simple way, but still consider their relevance and benefits to the material or learning objectives. Learning resources can be defined as anything that includes objects, locations, or stories, whether in written, visual, or audio form, that serve to convey content or messages in the learning process.

Museums have great benefits as educational tourist destinations that support the development of academic insights. Educational tours at museums not only provide recreational experiences but also enrich knowledge, understanding, and insight into history. Museums are an important asset in the tourism sector, as they serve as a repository of various historical facts, artifacts, memories, art, culture, and information about important events and stories. In addition, museums also play a role as a broad learning medium, serving as a means of education, teaching media, and a high-value learning resource.

In addition, museums can also be interactive media that support more interesting learning methods. By utilizing modern technology, such as augmented reality or virtual guides, museums can provide a more immersive learning experience. This makes students not only read or hear historical stories, but also "bring to life" that history in the form of visuals and direct interactions.

Not only that, a visit to the museum also encourages students to think critically. They can analyze the information presented, ask questions, and discuss it with friends or teachers. That way, learning becomes more active and not monotonous. Museums also play an important role in instilling a sense of love for the nation's culture and heritage. When students understand how rich Indonesia's history and culture are, they will feel more proud and motivated to preserve the heritage.

Optimizing the use of museums as a learning resource requires active contributions from teachers, support from educational institutions, and the involvement of museum management. This aims to make museums easily accessible and have adequate quality to support the learning process. Therefore, harmonious

cooperation is needed between museum managers as facility providers and formal educational institutions as users, so that museums can function optimally in supporting educational activities (Prasetyo et al., 2021).

Museums as a learning resource have a significant role in supporting learning, both in formal environments such as schools and outside the classroom. As an information center, the museum provides a variety of collections that are not only historical but also educational, ranging from artifacts, documents, to reconstructions of important events. The existence of this collection allows students to see, touch or even interact directly with the object of learning, which is not always possible in school. Thus, the museum becomes a link between the theories taught in the classroom and the reality in the field, providing a more concrete and meaningful learning experience.

Museums also act as an inclusive learning resource. No matter age, educational background, or ability, everyone can learn from the museum. Children, for example, can learn basic concepts of history or science through educational games. Meanwhile, adults can deepen their understanding of social or political issues by looking at thematic exhibitions that are often held. In fact, museums are now starting to design special programs for people with disabilities, such as tours with special guides for the visually impaired or audio descriptions.

The support of museums as a source of learning is also very important in this modern era, where information is easily accessible, but often loses depth and accuracy. Amid the flood of fake news and unverified information, museums are becoming places where visitors can gain reliable, research-based knowledge. Well-curated exhibits provide information that has been verified by experts, so museums can be a safe and credible source of learning.

Ultimately, museums not only support the formal learning process, but also build a culture of lifelong learning. By providing space for reflection, creativity, and exploration, museums encourage visitors to continue to be curious and find out more. Therefore, supporting museums as a source of learning is an important step towards creating a critical, creative, and transformational society. Museums are not just places, they are life-enriching experiences.

In the learning process, there must be things that can hinder the smooth running of these activities. Before starting learning, preparations are usually made so that the activity runs smoothly without shortcomings. When using museums as a medium and learning resource, a teacher needs to pay attention to the material being discussed. However, teachers must also pay attention to factors that can hinder the smooth running of activities, which can cause learning not to take place properly.

Obstacles that may arise in the process of this activity include limited time and funds required for this learning. Visiting a museum usually requires an entrance fee, in addition to that it also requires a budget for other accommodations during the trip, such as transportation costs and meals for all parties participating in the activity. In addition, it is necessary to arrange departure times, so as not to interfere with other learning activities, or with the school program that has been determined. Another challenge faced is in terms of student arrangements, with a large number of students and a large museum area, it will be more difficult to maintain conducive conditions, so that the learning atmosphere becomes disturbed (Mailina, 2017).

Not only that, it turns out that there are still more obstacles in this learning, these obstacles can actually be categorized into internal and external obstacles. The usual internal obstacle is still in a matter of time, because this learning takes a very long time from learning in the classroom in general. Insufficient funds because the location of the museum is far from the place of residence or school may even be outside the city, so transportation costs will be high.

External constraints such as limited knowledge possessed by museum guides can hinder the explanation of the collections that students visit in museums. Sometimes the collections in the museum itself are incomplete, so it can hinder students in finding information directly in the museum. Even the lack of maintenance of museum facilities is also an obstacle in the comfort of students who come to the museum (Astuti and Suryadi, 2020), the last obstacle is unpredictable weather so that it can hinder the learning process.

There are various obstacles faced in the use of museums as a medium and source of learning. However, there are several alternative solutions that can be applied by teachers and students to overcome these obstacles.

From the funding constraints that arise, teachers may be looking for museums that provide free access or discounts for museum visits. Many museums offer cheap tickets for school group visits or on certain days. In addition, the school or teachers try to cooperate with the museum to get special prices or discounts. Choosing the nearest museum so as not to spend a lot of money on accommodation such as transportation and making a notification letter to parents so that the fees can be paid in installments long before departure so as not to burden parents in spending large costs in the short term, the last solution to this funding constraint is that teachers should prepare a proposal for submitting funds to the school (Nuryanti, Slamet and Zusrotin, 2018).

Time constraints that can be an obstacle can also be found a solution, namely teachers must prepare a mature schedule and focus more on visits to museums that are relevant to the learning materials, can collaborate with teachers of other subjects and the school in determining the schedule of activities. Then in conditioning students to make it easier, the teacher can divide students into several small groups accompanied by one teacher or person in charge, give clear directions and rules before the visit, including the procedures for behaving in the museum.

Not only internal constraints offer several solutions, external constraints also have solutions that can be done. As such, compiling a list of questions before a visit to the museum can help students gain information more easily through interviews with museum officials. Adjustments to the syllabus and lesson plans or teaching modules will make it easier to deliver the material, so that teachers do not have difficulty in explaining before the visit. In addition, it is important to discuss with the museum about providing special educational guides or sessions according to the learning theme, as well as preparing additional materials, such as modules or worksheets that are relevant to the museum's collection. Museum managers should often hold activities or programs related to the use of museums either directly or offline or online. These activities can be aimed at students, so that their interest in studying at the museum becomes higher. In addition, managers should maintain and improve the quality of the services provided in the hope that every visitor will have an impression when visiting and holding activities at the Museum (Wardani and Wijayanti, 2019).

## **D. CONCLUSION**

Museums have enormous potential as a medium and learning resource to assist students in getting an immersive learning experience that is both interesting and enjoyable. Museums are not only a place to view historical or art collections, but also serve as an interaction space where students can explore, understand, and connect theories learned in class with real-world realities. With that, museums are widely used by teachers to make museums as a medium and source of learning.

However, the use of museums as a source of learning cannot be separated from various challenges. Limited time and costs, student management in a large location, and lack of materials integrated with the curriculum are often obstacles in the implementation of this activity. Additionally, not all schools or students have easy access to museums, especially for those who live in remote areas.

However, these challenges can be overcome with creative and strategic solutions. Careful planning, such as choosing the right time of visit and managing the budget efficiently, can help reduce these barriers. Teachers also have an important role in preparing relevant supporting materials and in directing students during activities at the museum, so that learning becomes more directed and meaningful.

With the right approach, museums can be an effective source of learning, allowing students to learn actively and interactively. Therefore, museums need to be continuously encouraged to become an integral part of the education system, so that the benefits can be felt by more students and teachers in different regions. Through the joint efforts of schools, museums, and the government, museum-based learning can be developed into a more inclusive, innovative, and useful educational method.

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