

## Abstract

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IndonesiaState is a country rich with history. This is because Indonesia is composed of several provinces. Each province has its history and traditional games that can be incorporated into the realm of sports.

As developments in the field of traditional sports in Indonesia is also emerging of other sports that originate from abroad. During its development, sport is a lot to get a positive response, even in some sports, Indonesia never get an award in the sports arena at both the Asia and the world. The historical evidence is poured into the form of historical records, medals and awards charter, and partly published in the form of photography and video.

In addition to the international level sport, sports development in Indonesia can also be seen from the sports organized by the Indonesian people who are National. For example: PON (National Sports Games).

From the above obtained an idea of creating a container to hold the relics in the form of a collection of sports equipment, dioramas sports, sports history, as well as medals or trophies that have historical value and then translated into the form design and a Sports Museum.

The Malang city is one of the city in Indonesian which has a nickname as the "Education City" and "City of Rest" and therefore needed a container that is able to accommodate two existing functionality that has a function in the field of Education or the education and functions as a means of recreation or entertainment .

As a city of education, the Malangcity has a lot of potential that could be developed, one of which is in the field of education, this potential can be seen from many schools and universities scattered so in this case the most prominent is the potential in terms of visitor the student or students, which is quite large.

Meanwhile, as a resort town / city transit, the Malangcity has potential as a tourism city with a variety of attractions. With the object of designing buildings Sports Museum building is expected to be able to add the Malangcity tourism objects that already exist.

In this Sports Museumdesigning, the designer uses a combination of metaphor themes prayer movement. The idea is to search by entering a value, function and form of body position while carrying out the movement of prayer (sholat), for then applied to the design of the sports museum.