

# Stock-Taking

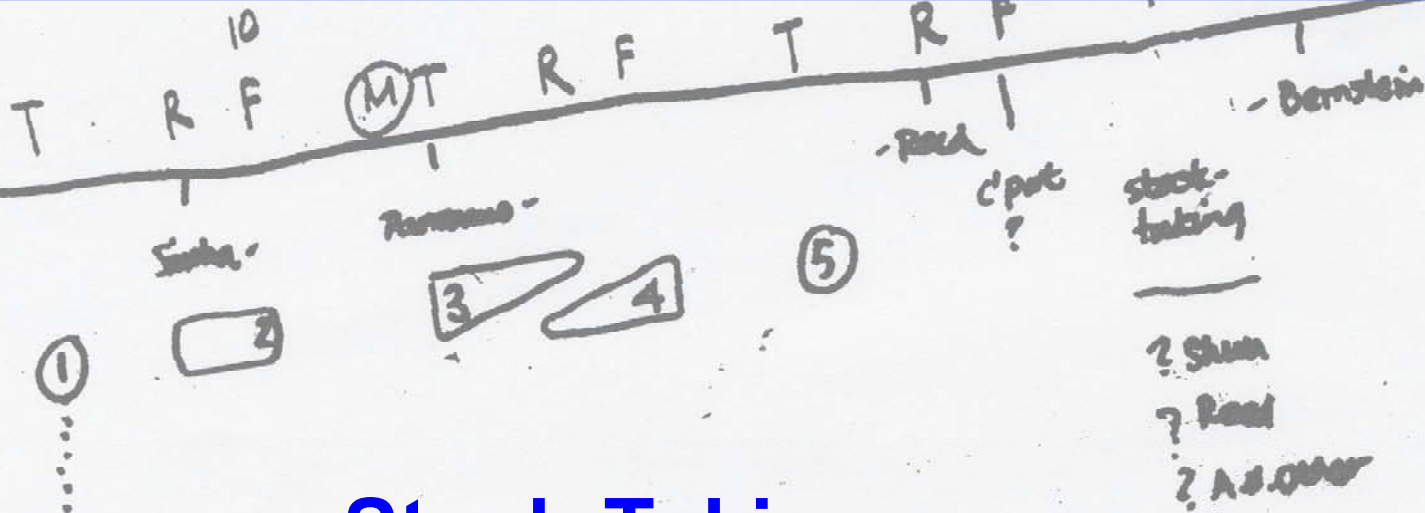
Methodology, Outcomes, Lessons and Beyond

11.332J

October 28, 2003

- event format
1. intro by a.m.
  2. task competition
  3. review results
  4. pre-intro by next a.m.
  5. refreshment) courtesy of a.m.

1. consider what's not there / ethics  
Emily
2. merge propositions  
Eric
3. modify boundaries of solution space  
Todd
4. if "x" then "y"  
Dan
5. plasticine vision by "advocates"  
Ray

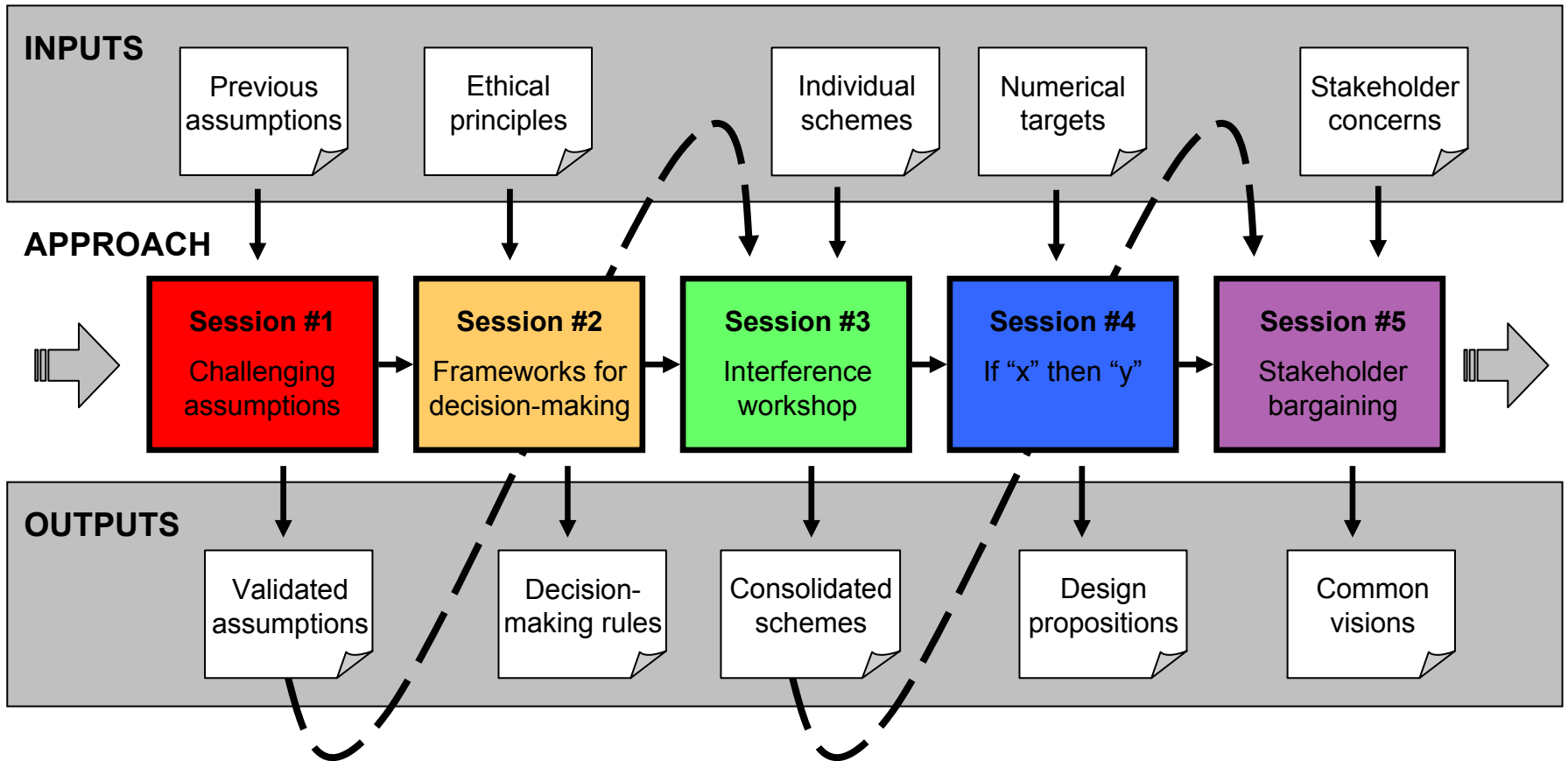


# Presentation outline

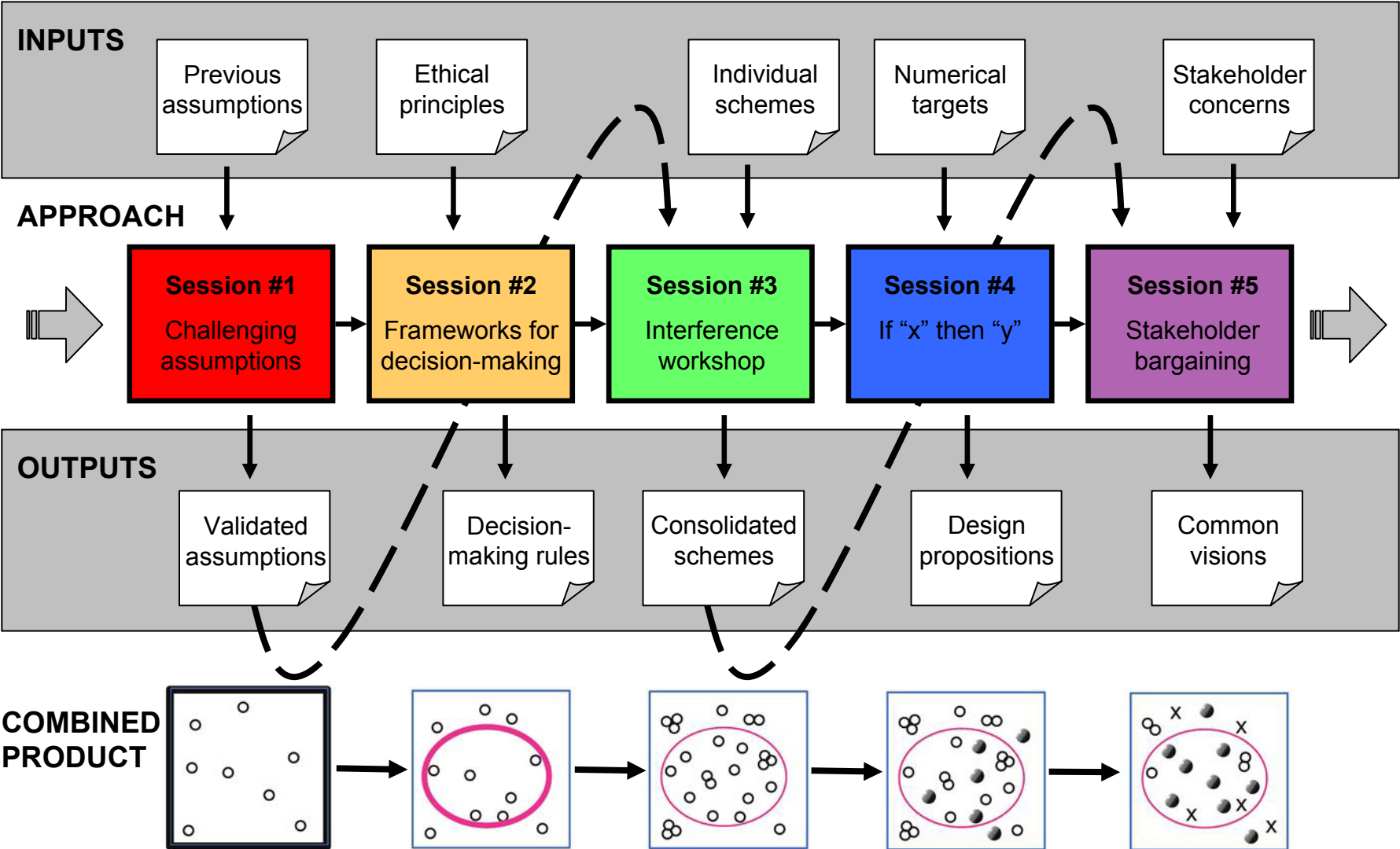
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- Overall approach
- Combined product
- Summary of individual approaches
- Lessons learned
  - Session mechanics
  - Urban design process
  - Site-specific
- Issues to resolve

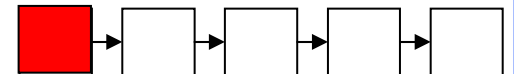
# Overall approach



# Combined product



# Approach 1: challenging assumptions



# Approach 1: challenging assumptions

## Process

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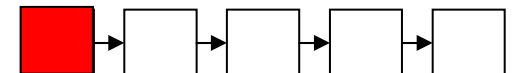
1. State assumption

2. Determine implications upon form

3. Reverse assumption

4. Determine implications upon form

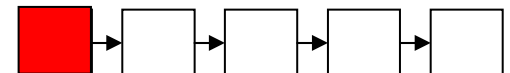
5. Accept or reject original assumption



# Approach 1: challenging assumptions

## Sample outcomes

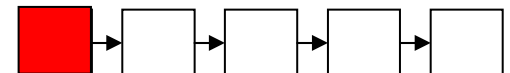
<b>Assumption</b>	MIT's undergraduate student population will remain at roughly its current levels
<b>Implications</b>	<ul style="list-style-type: none"><li>• Amount of undergrad housing is definable and stable</li><li>• Could be shifted if FSILGs change</li><li>• Even with no change, good students will come to MIT</li></ul>
<b>Counter-assumption</b>	The size of MIT's undergrad population will change substantially
<b>Implications</b>	<ul style="list-style-type: none"><li>• Less demand for undergrad housing</li><li>• Possibly empty buildings</li><li>• Less faculty</li><li>• Less TAs</li><li>• Less tuition \$</li></ul>
<b>Resolution</b>	Assumption holds



# Approach 1: challenging assumptions

## Sample outcomes

<b>Assumption</b>	To meet its future athletic needs, MIT will require an amount of playing fields equal to or greater than its current facilities
<b>Implications</b>	<ul style="list-style-type: none"><li>•Any development on current fields will spur a need for new fields</li><li>•Potential for shared facilities (BU, neighborhood, etc.)</li><li>•Pressure/tendency for MIT to build out, rather than in</li><li>•Potential to use current fields more intensively</li><li>•Difficult to connect ends of campus or build community</li></ul>
<b>Counter-assumption</b>	Could get by with less fields
<b>Implications</b>	<ul style="list-style-type: none"><li>•Loss of large space and its versatility</li><li>•Greater potential to connect campus and build community</li><li>•More room for development for MIT (chance to densify)</li></ul>
<b>Resolution</b>	Challenge assumption

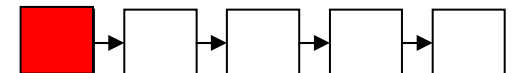




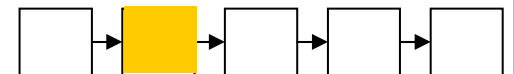
# Approach 1: challenging assumptions

## Sample outcomes

<b>Assumption</b>	The urban ring will come to Cambridge by 2020
<b>Implications</b>	<ul style="list-style-type: none"><li>•Retail activity becomes much more economically feasible (near Ft. Washington)</li><li>•Densities near Ft. Washington increase</li><li>•Land values go up -&gt; zoning changes</li><li>•Stealing business from Central Sq. (?) through competitive alternative</li><li>•New stakeholder group: region/commuters</li></ul>
<b>Counter-assumption</b>	No urban ring
<b>Implications</b>	<ul style="list-style-type: none"><li>•If MIT expands, it will have to provide services (recreation, dining, etc.)</li><li>•Increased demand for parking will lead to increases in congestion</li><li>•Difficulty to get enough density to support much retail</li></ul>
<b>Resolution</b>	Develop interventions that will work with or without urban ring



# Approach 2: frameworks for decision-making

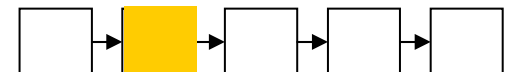


## **Approach 2: goals**

- **Establishing a set of frameworks (sets of rules or guidelines) to guide design options and land use proposals**
- **Exploring how broader strategic and ethical concerns could take a central role in the formation of local strategies**

Stakeholder:      + *community*  
                          + *place*  
                          + *city metabolism*  
                          + *environment/sustainability*

- **Finding a way to turn abstract goals into spatially specific strategies**
- **Identifying areas where further research is needed to back up positions or test frameworks**



# Approach 2: process

**Identify issues requiring strategic steer**

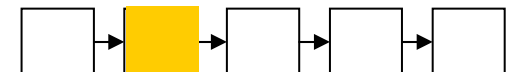
*(where concerns of local stakeholders or planned development pattern appears to conflict with broader concerns for public benefit, sustainability or city metabolism)*

**> establish possible raw positions for each issue**

**> test these positions against ethical principles and take forward most favourable position**

**> develop and refine a strategy framework for each issue, expressed as a clear set of guidelines - where, how much, under what circumstance**

**> map out strategy frameworks in real space**



Identify issues requiring strategic steer

establish possible raw positions

test positions

develop and refine strategy framework

map out strategy frameworks in real space



Maximal public benefit  
 Distributive Justice  
 Preventing harms  
 Land use rights  
 Environmental duties  
 Obligations to future generations  
 Lifestyle choice  
 Expectations and promise-keeping  
 Interjurisdictional obligations  
 Acknowledging value of rarity/uniqueness

**where**

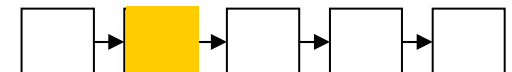
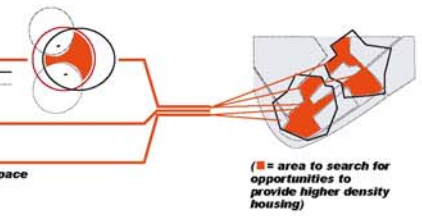
- \* only within 10 min walk public transport
- \* not in areas of special urban character
- \* not in non-housing areas

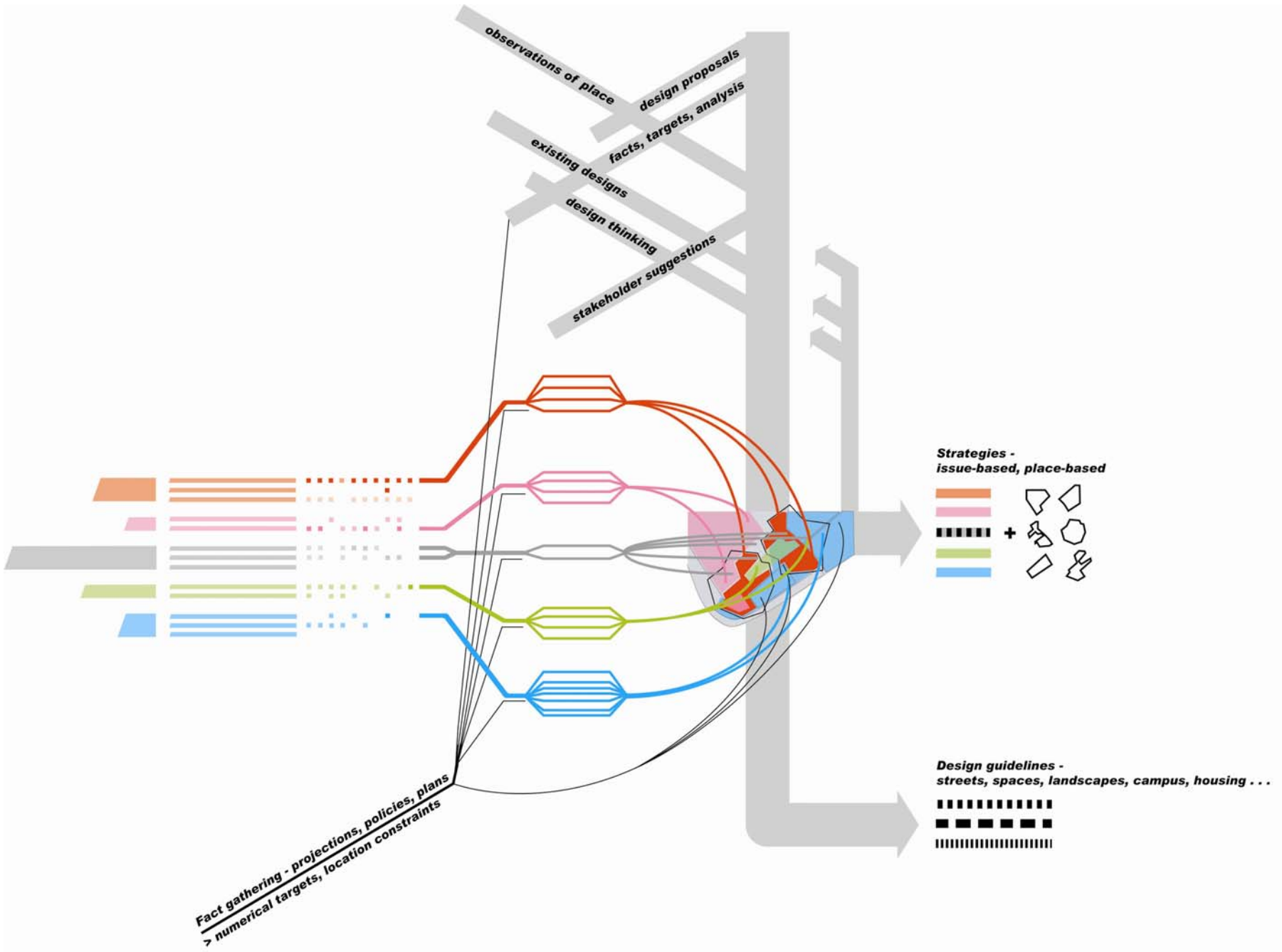
**how high**

- \* max 300dph | min 90 dph

**design parameters**

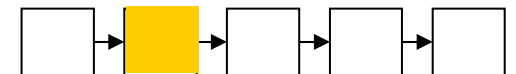
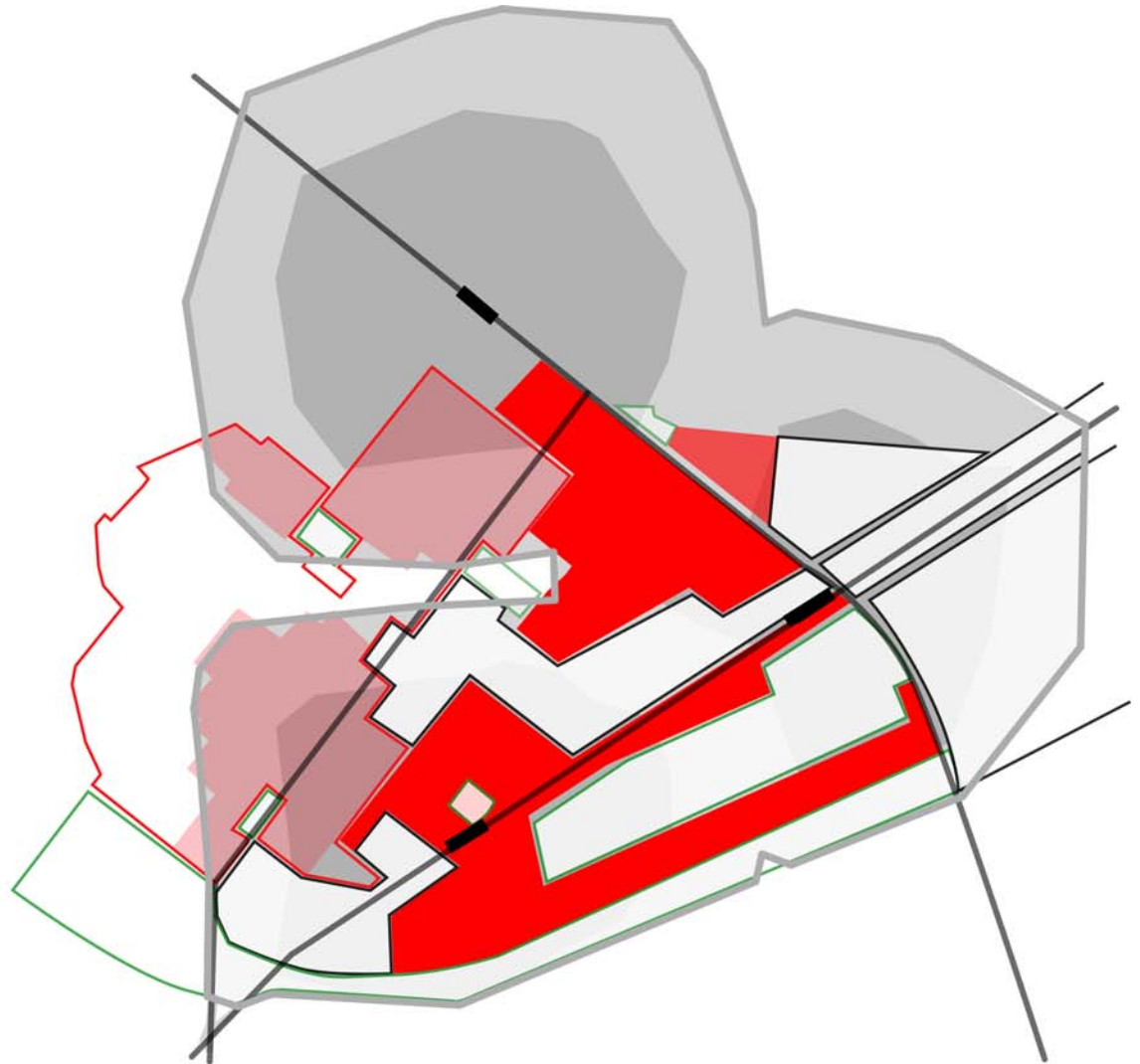
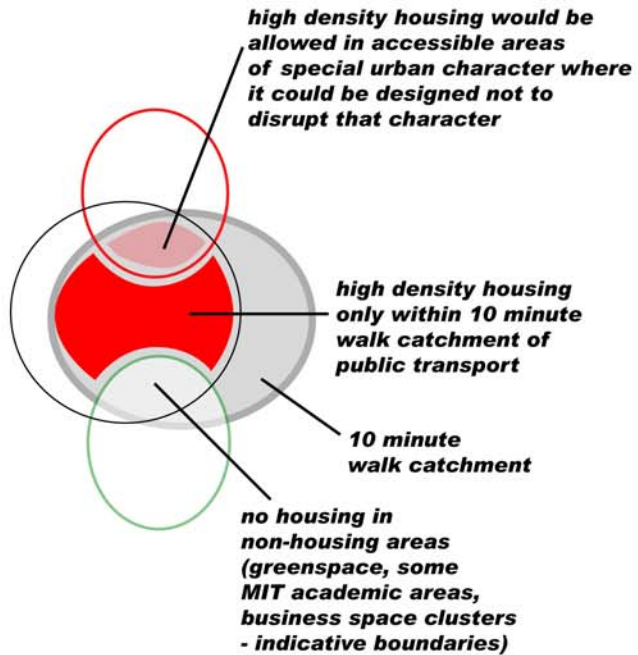
- \* maximum number of units with outdoor space
- \* sensitivity to scale/urban character





# Housing density

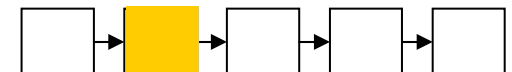
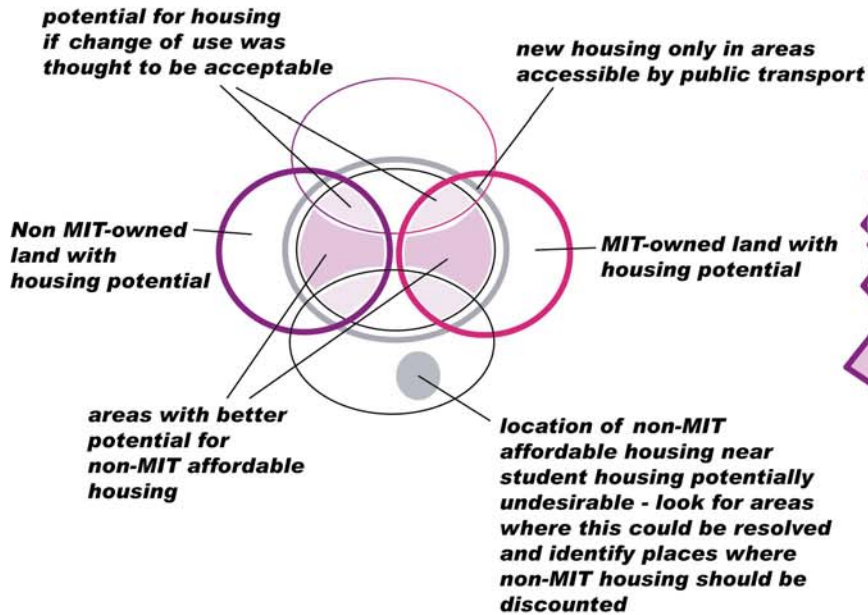
- \* Raw position: raise average housing density
- \* Location framework below
- \* other possible elements of strategy:
  - design guidelines
  - numerical limits for min/max densities





# Affordable housing

- \* Raw position: double current proportion of affordable housing
- \* Potential areas for including affordable housing on MIT and non-MIT land shown below
- \* other possible elements of strategy:
  - recommended mechanisms for achieving affordable housing
  - numerical targets
  - definition of scales of affordability (currently 80% ami)
  - separate affordability criteria for MIT rented housing
  - design guidelines





# Parking

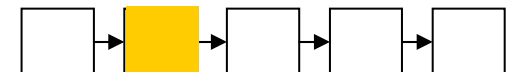
\* Possible raw positions: maintain same allowances or reduce allowances

\* Framework would be dependent on:

- nature and extent of new development
- potential to reduce all parking allowances when Urban Ring in place
- potential to reduce MIT student parking allowances (currently 10% total)
- whether proximity to central MIT is a decisive factor for visitor parking or staff and faculty commuter parking
- appropriate maximum walk distance from parking to residential and business uses
- under what circumstances and in which locations surface parking is acceptable or desirable

## Key

- surface parking lots
- stacked parking
- 3 minute walk distance to central MIT
- 6 minute walk distance to central MIT
- Cambridgeport residential area

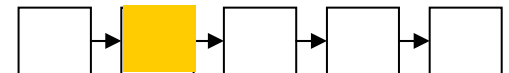


# Local businesses and industry

- \* Raw position: maintain land currently occupied by Cambridge-serving businesses
- \* Framework for location and amount of business/industrial land would depend on:
  - strategic importance of this area in relation to location and amount of business/industrial land in Cambridge (it's currently roughly 12% of total)
  - assessment of number of vehicle trips generated if businesses displaced
  - assessment of value of local businesses to community - employment and services
  - location of land parcels directly bounded by current and proposed truck routes
  - projections for growth of technology and biotech companies and importance of proximity to MIT or main streets
  - number of potential housing units lost



- Key**
- current technology or biotech building
  - current other industrial use
  - current MIT workspace or service building
  - existing truck route
  - proposed truck route
  - land accessible from truck routes
  - land recently rezoned as housing only
  - land zoned as housing where current uses allowed



# Approach 3: the “interference workshop”

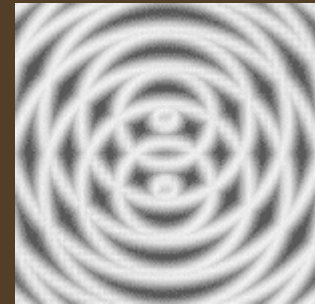


# Approach 3: The “Interference Workshop”

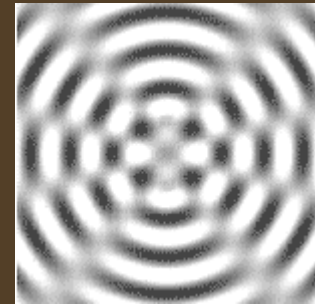
## Merging Five Propositions Together

a.m. Eric, October 16-17, 2003

- A two-point source interference pattern creates an alternating pattern of bright and dark lines when it is projected onto a screen.



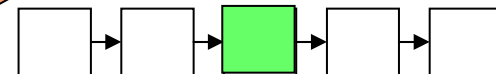
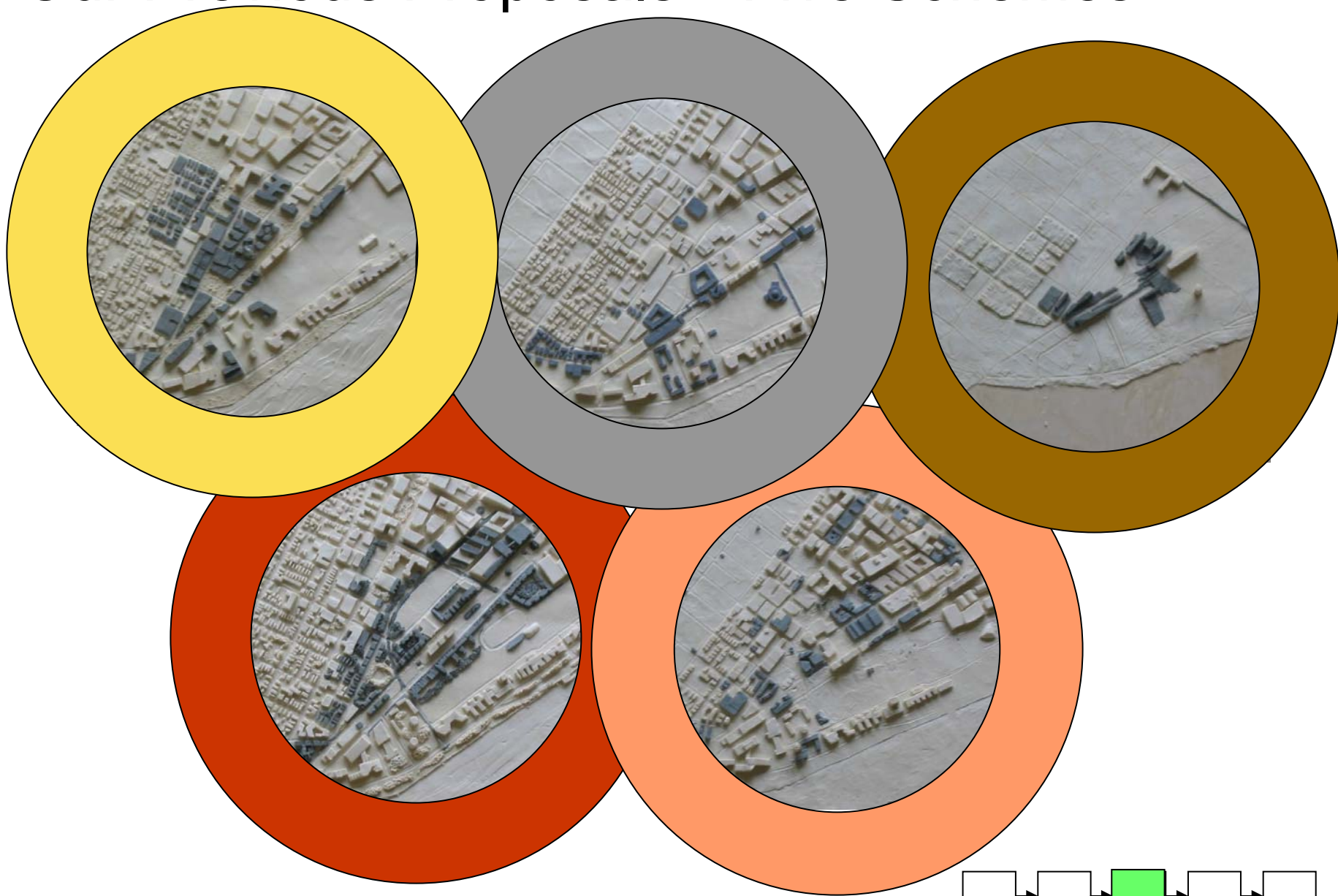
**OVERLAP**



**INTERFERENCE**

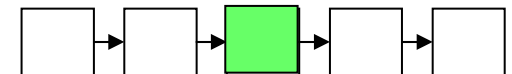
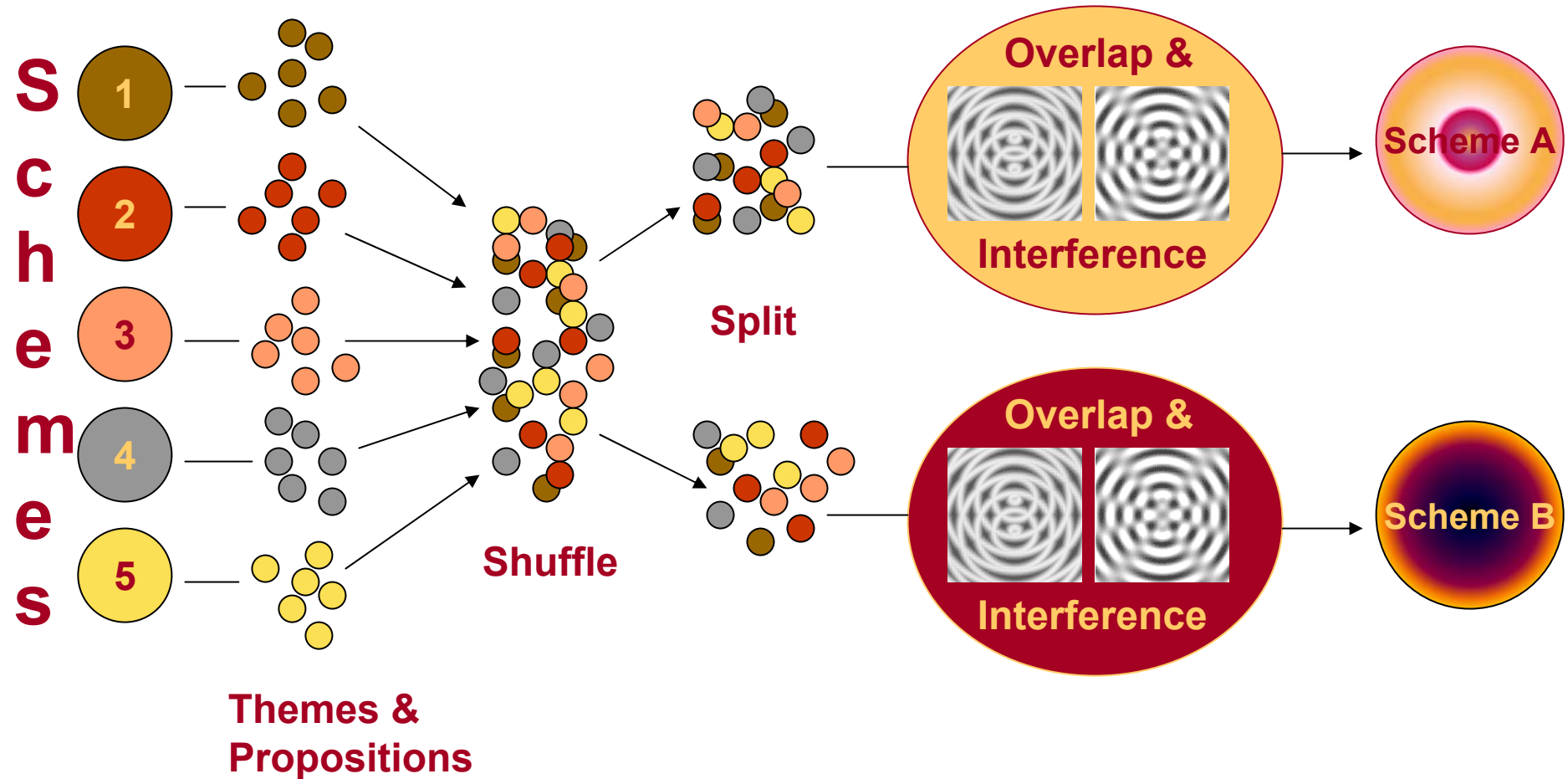


# Our Previous Proposals—Five Schemes



# Approach 3: The “Interference” Workshop

Process –The “Goldfish Exercise” (Thursday, Oct 16, 2003)





# Approach 3: Outcomes

## The "Goldfish Exercise"

### Team 1: Form-Driven Propositions



- Sunken R.R. greenway with "town square" nodes
- Continue "wall of dorms" along Vassar St.
- Iconic architecture and more gathering spaces
- Strengthen MIT-Cambridgeport connections
- Extend two or three C'port Streets to Vassar St.
- Underground parking and pedestrian tunnels

- Network of pedestrian greenways connecting open spaces
- Build on Brigg's but redistribute fields elsewhere



### Team 1: Programmatic Goals

- More Office, Biotech, Start-up & Swing Space
- Improve K-12 Education in Cambridge
- MIT spaces and buildings must be shared with Cambridgeport residents and local businesses
- If not building housing, develop non-MIT "soft-institutional" spaces (such as Synagogues, Churches, Community Pool, etc.) on properties near to Cambridgeport residents

### Team 2: Form-Driven Propositions

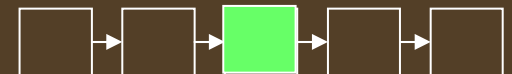
- "Commonwealth Ave"
- "Celebrate" the Gateway to Boston
- Parking beneath Brigg's with above ground links to MIT and C'port
- Inviting pedestrian connections to River
- Extend Infinite Corridor to Fort Washington
- Create "street walls" along Mass Ave, with better street-level activity.

•Integrate architecture with landscape in order to extend playing field landscape into C'port, make physical connections (especially around F.W.), and create public spaces.



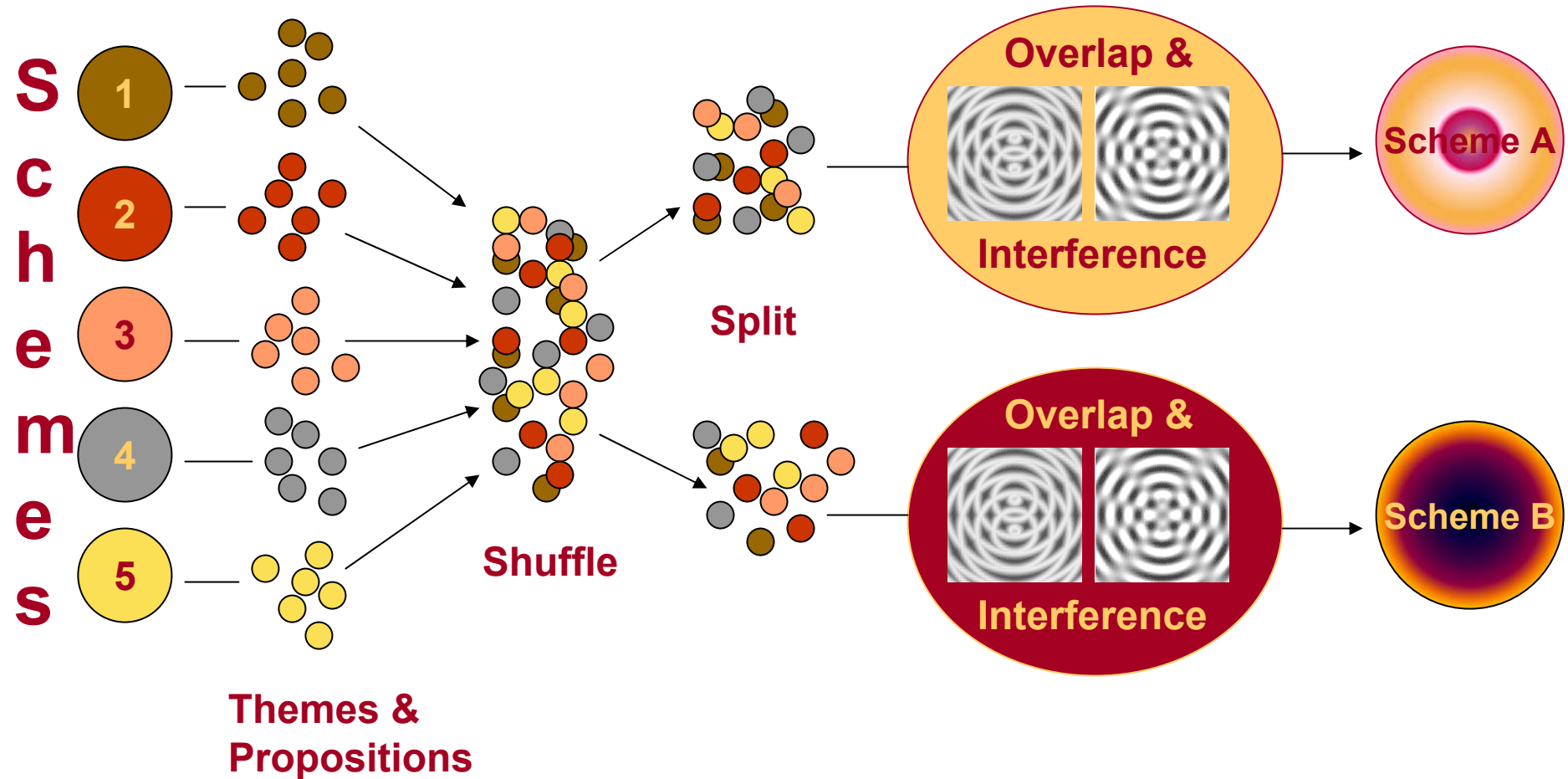
### Team 2: Programmatic Goals

- Concentrate MIT institutional development on Mass Ave.
- Develop in a way that preserves Cambridgeport businesses
- Locate housing around Ft. Washington & along Vassar St.
- Wide range of housing types for a wide range of potential occupants



# Approach 3: The “Interference” Workshop

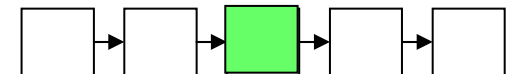
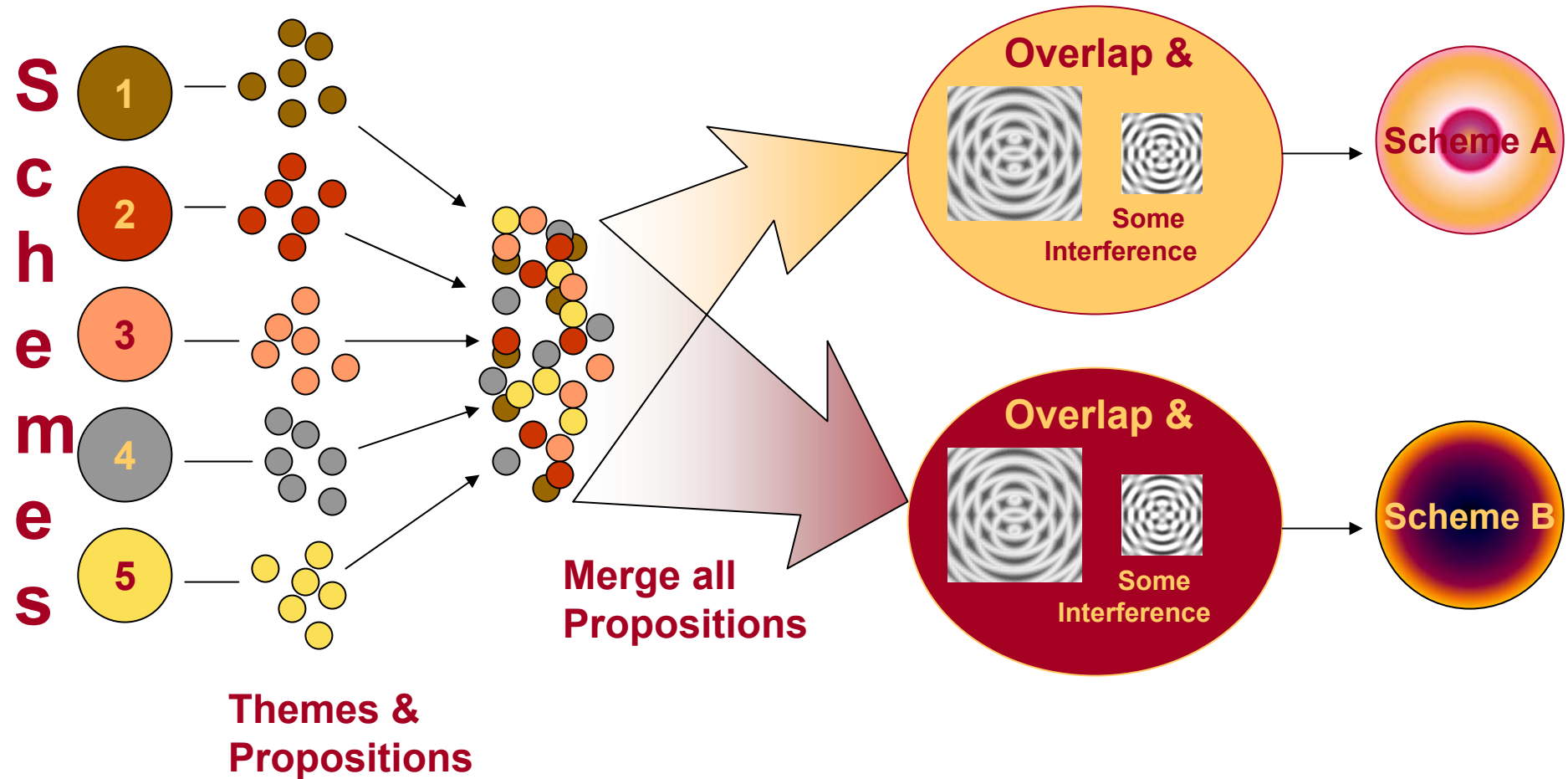
Process –The “Goldfish Exercise”





# Approach 3: The “Interference” Workshop

Revised Process –Two Schemes Consolidating All Propositions (Friday, Oct 17, 2003)



# Approach 3: Outcomes



Scheme A

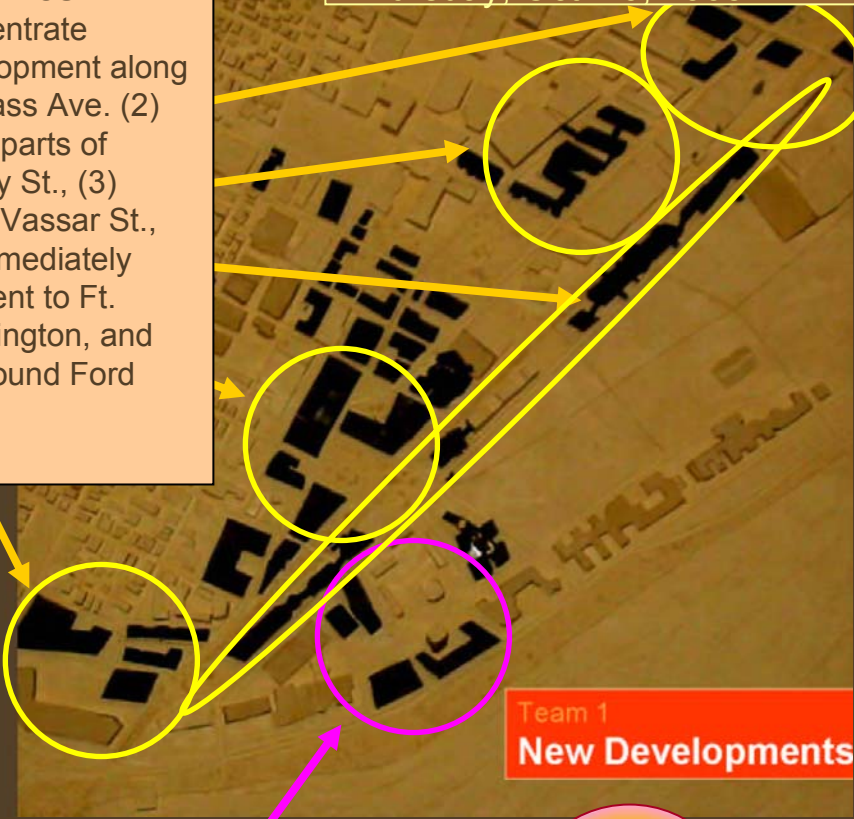


Scheme B

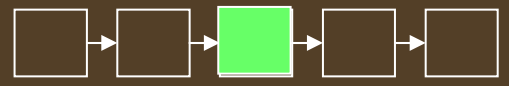


**Trends in Both Schemes:**

Concentrate Development along (1) Mass Ave. (2) along parts of Albany St., (3) along Vassar St., (4) immediately adjacent to Ft. Washington, and (5) around Ford Plant.



Also: Reconfigure area around Westgate by building more housing around central open space and making traffic connections between Memorial Drive and Cambridgeport.





**Scheme A**

Session Three *"Interference Workshop"* (a.m. Eric)  
Thursday, Oct. 16, 2003

**Scheme B**



Team 1  
**New Developments**



Team 2  
**New Developments**

**Main Distinctions:**  
Team One develops with larger grain and higher density, whereas Team Two develops with smaller grains and loose interstitial spaces.

Team One concentrates development around Ft. Washington, attempting to create an activity node, whereas Team Two spreads outwardly and reinforces what is already there



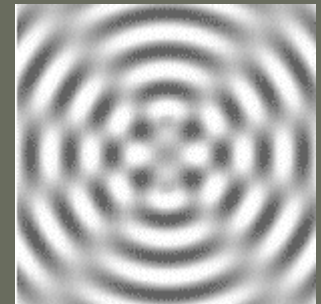
# Approach 3:

## Lessons learned



- Lessons about our site
  - The site is inherently flexible—It easily accommodated the merged propositions/goals of 5 different schemes without producing much “interference” (both constructive and destructive) between them.
  - There is quite a wide variety of street configurations, open-space patterns and development schemes still to be generated and discussed.

- Lessons about methodology
  - If the aim is to generate novel solutions by merging different schemes, it is best to merge schemes that are fundamentally at odds, otherwise one simply finds overlap that does not take one in a new and interesting direction.
  - Nonetheless, two different end schemes based on the same inputs and requirements produce results that are comparatively revealing, and can highlight new subconscious assumptions.



- If I could do it again...
  - For interest, I would merge schemes that are antagonistic to one another.
  - I would impose more rules and limits (hard requirements) on the game in order to instigate a bargaining process between the different interest-holders of different schemes.

NOT ENOUGH INTERFERENCE



# Approach IV: "If x then y"

color	Program Components	#
red	Family Bldg	100 units
rose	Grad "	1000 "
	Fac "	100 "
	PSUs	400-500 beds space (10-15 PSUs)
grey	Biotech start up	200K B
blue	Performance/Student Center	a Walker
olive	tennis courts + center	6 indoor 6 outdoor

Label	ROUND ONE locate one or two program components	ROUND TWO reaction to
FT WASH	①	
FORD	②	
PIELO & VASSAR		③

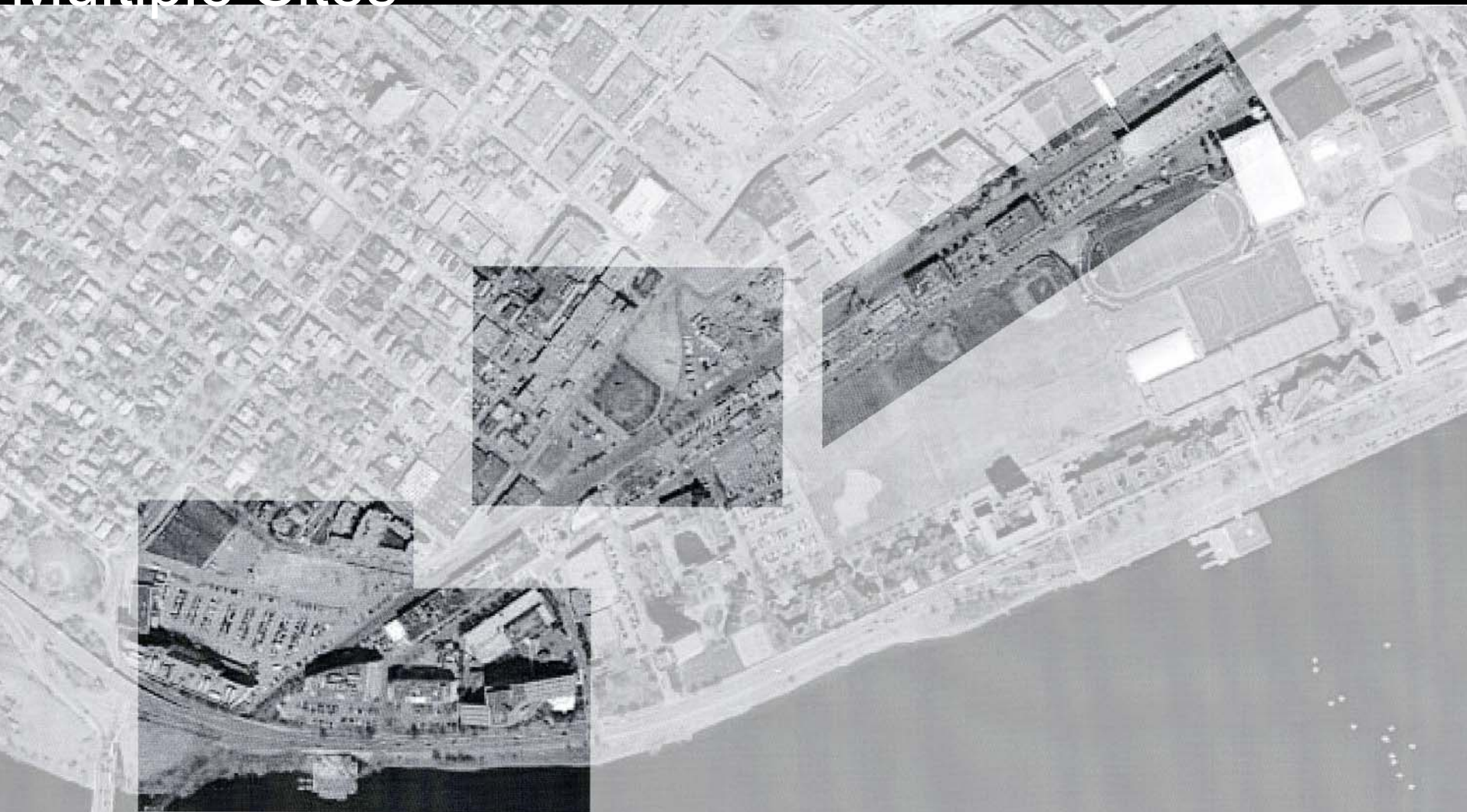


# Multiple Programs

Family Housing	100 units
Graduate Housing	1000 units
Faculty Housing	100 units
FSILG	450 beds
Biotech/Startup/Incubator	200k ft <sup>2</sup>
Student/Performance Center	~ Walker
Tennis Center	6 in/ 6 out



# Multiple Sites





# Iterative Process

Family Housing

Family Housing

Family Housing

Graduate Housing

Graduate Housing

Graduate Housing

Faculty Housing

Faculty Housing

Faculty Housing

FSILG

FSILG

FSILG

Biotech/Startup

Biotech/Startup

Biotech/Startup

Performance Center

Performance Center

Performance Center

Tennis Center

Tennis Center

Tennis Center



Team 1

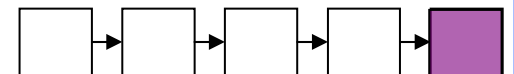


Team 2

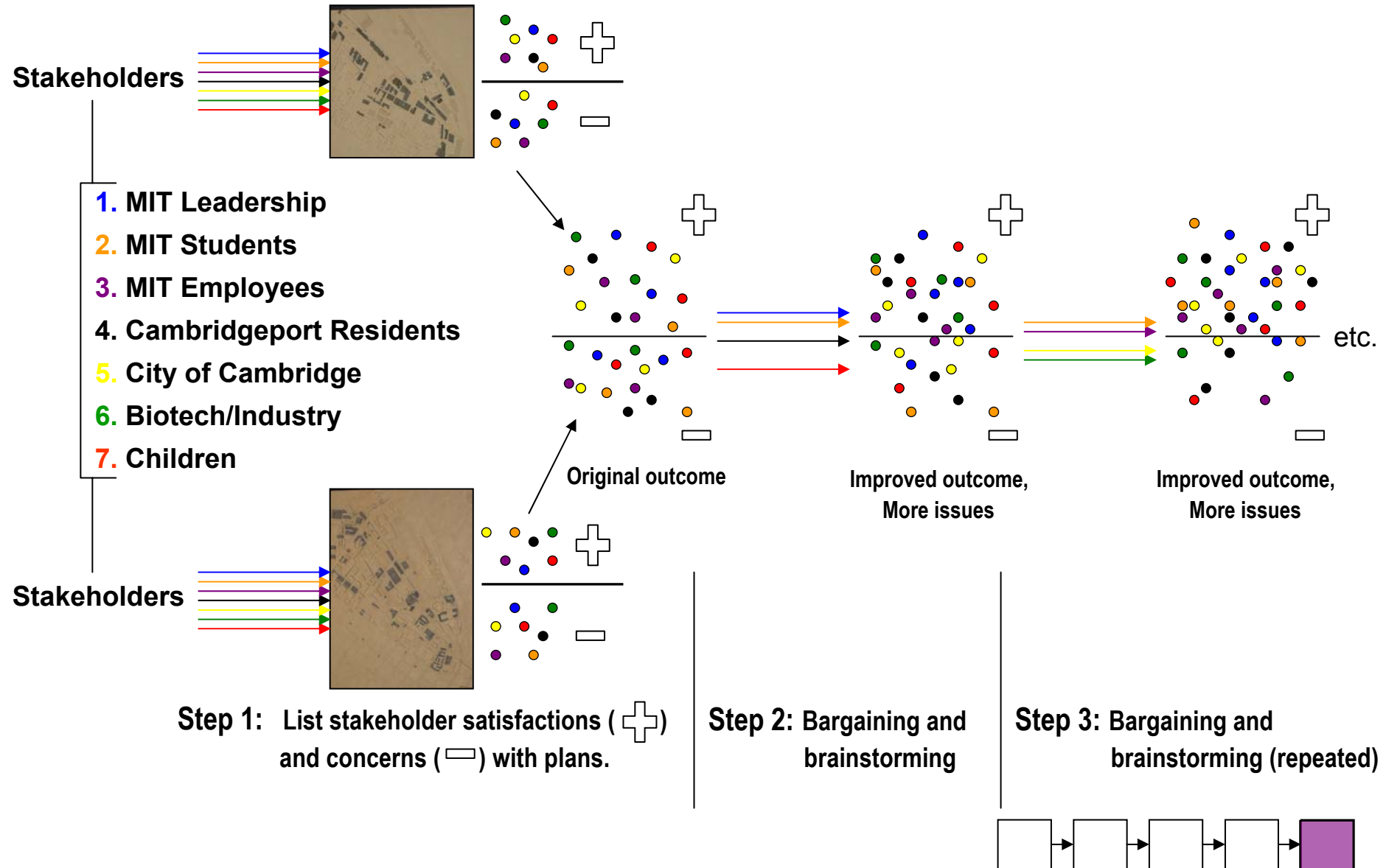


Team 3

# Approach 5: stakeholder bargaining



# Approach 5: Stakeholder Bargaining



# Approach 5: Outcomes

## Problem #1: Unsafe areas for children

### Design Solutions:

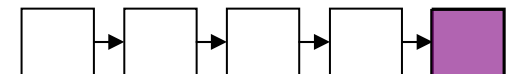
- Provide spaces for teens to hang out
  - Commercial nodes
  - Stoops
- Eliminate blind corners
- Provide sufficient lighting

### Programmatic solutions:

- Police (MIT or City of Cambridge?)
- Activity after 5pm
- Saferide or similar program
- Investigate University Park model

### Specific to Traffic and Trucks:


- Streetscape / Traffic calming
- Locate high use streets near biotech and office uses

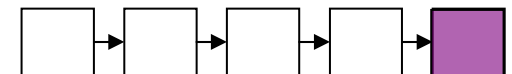
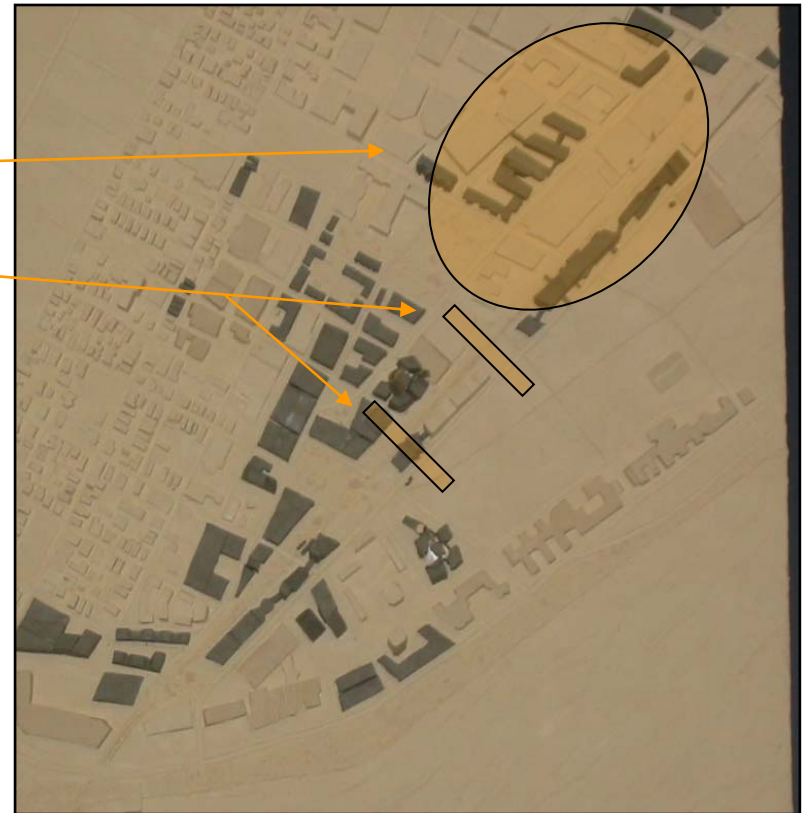


# Approach 5: Outcomes

## Problem #2: Wall of dormitories

### Solutions:

- Shift dorms to the Northeast
- Orient dorms at 90 degrees to Simmons Hall
- Configure dorms in  orientation with courtyards
- Quad(s) on playing fields with programmed field in center court



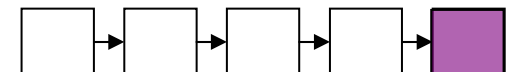
# Approach 5: Outcomes

## Problem #3: Field Usage

- Came from previous discussion of dormitory wall

### Solutions:

- Structure space with paths, lines, buildings, and trees
- Structure amongst scattered sites (quads)
- Student-run space – don't change it



# Approach 5: Outcomes

## Problem #4: Fort Washington Area

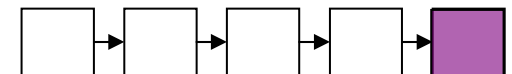
- Came from decision to focus more on spatial areas

### Solutions:

- PUD with use contingencies
- Vertex future: contingency, tolerance

### Dealing with uncertainty:

- Build to highest degree of use freedom (adaptable architecture)
- But also build to highest certainty for public realm





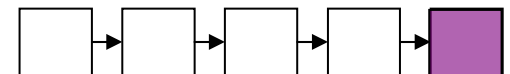
# Approach 5: Lessons learned

## Site lessons

- Stakeholder groups not geographically or programmatically bounded
- Playing field structure
  - Should the fields be structured?
  - Through addition of buildings or chalked lines?
- Orientation of large structures may be as problematic as size
- Importance of contingency planning

## Methodology lessons

- Incomplete knowledge of stakeholder groups' value system
- Difficult to bargain using broad issues
- Each solution generated more points of discussion

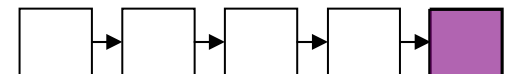




# Approach 5: Future Attempts

Because issue focus was too broad –

- Use finer-grain issues specific to a location
  - or*
- Work purely with site-specific focus
- Add additional constraints
  - Facilitates creativity
- Explicitly state types of goals desired



# Lessons learned

## Session mechanics

- You can always use more time
- An overly forced structure is better than no structure
- Explicit goals/constraints streamline the process
- Discussion ↑, efficiency ↓
- People are happier when they're eating

# Lessons learned

## Urban design process

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- No solution is ever complete; they all generate more problems (and solutions)
- Complex problems don't always require complex solutions
- Urban design problems don't always require design solutions
- Tight constraints can often generate novel solutions

# Lessons learned

## Site-specific

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- MIT's goals could be accomplished within a relatively small built footprint
- Planning without a master plan can lead to an incoherent whole
- Established uses (e.g., the fields) are often difficult to supplant
- Bold proposals may suggest new ways to view the site

# Issues to resolve

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- What form should the final product take?
  - What would be best received?
  - What is most likely to have a real impact?
  - How much planning and how much architecture?
  - Place-based or program-based (or a combination of both)?
- How best to divide and conquer (given individual skills)?
- What comes next?