MIT Kendall Square -
SoMa Project

A. Project Overview
B. Open Space and Connections
C. Ground Floor Retail
D. Buildings, Parking & Facilities
E. SoMa Renderings
F. Technical Graphics
G. PUD 5 Conceptual Plan
POTENTIAL PROGRAMMING

EVENTS
Café /dining
Science + technology ‘circus’
International symposia
Museum event @ night
MIT Press author conversations
Ability to convene up to several hundred

T ENTRANCE
In open space – reconstructed to south

PLAY
Environmental interaction
Engagement for all ages / all users

FOOD TRUCKS

BIKE INFRASTRUCTURE

INTERACTIVE ART

FLEXIBLE OPEN SPACE
Shade
Variety of Seating
Respite
Games (tables, pingpong, bocce, horseshoes, etc.)
Performance
Urban gardens
Stormwater gardens
Interactive features