



JOHN A. HAWKINSON—THE TECH

Architects Toshiko Mori and Maya Lin, center, break ground for Novartis' new building at 181 Massachusetts Ave. The new building, on the former Analog Devices lot, should start to rise up in early 2013. To the right of Lin are outgoing City Manager Robert W. Healy, Cambridge Mayor Henrietta Davis, Massachusetts Governor Deval Patrick, and Novartis' Mark Fishman.

Additional updates to orientation report

Changes to lottery, FPOP charges

By **Derek Chang**
NEWS EDITOR

The Review Committee on Orientation (RCO) released its final recommendations on Orientation last week with more updates on the state of Residential Exploration (REX) and freshman pe-orientation programs (FPOPs) for this fall. The biggest changes are that REX will no longer include a freshman adjustment lottery to change dorms, and an additional fee will be charged to FPOP students arriving early and staying on campus. The timing of FSILG Recruitment will be subject to further committee-based assignment, but no change in timing will be made for this coming fall.

REX to introduce students to dorm culture

Among the updates confirmed is that the adjustment lottery for all incoming freshmen will be eliminated. Previously, members of the freshman class — except those lotteried into dorms with binding assignments such as Maseeh and McCormick — had a chance to enter an adjustment lottery to change dorms if they were not satisfied with their assignments received in the summer.

According to an Orientation Survey conducted by Charles H. Stewart III, McCormick housemaster and professor of political science, most students were satisfied with their summer dorm assignments. The survey found that students generally found REX to be more relevant to learning about their own residential community than about dorm

switches.

"We concluded that REX should focus more on celebrating dorm culture," noted Henry J. Humphreys, senior associate dean for student life. There will be no housing lottery for freshmen to change their summer dorm room assignments, but freshmen may still request for a dorm change. Freshmen will still participate in floor rush within their respective dorms, and have the option to opt-in for a dorm change, but the default state will be to stay in the dorm they are assigned from the summer lottery.

In the past there has been a freshman social event on Tuesday night of orientation that is organized by the Student Life Orientation Programs and Experiences committee (SLOPE), but that event will be eliminated for the coming year. Dorms are now allowed to plan REX events on Tuesday night, though they could not previously.

"We are working for better coordination of events so that events during orientation week do not conflict as much," said Humphreys.

The Friday night social event, which has traditionally been at the New England Aquarium, is still in place. REX events may still not be held during this period.

FPOPs see small changes

All FPOPs next year will start on Wednesday or Thursday and end on Sunday, effectively shortening some of the longer programs such as the Freshman Urban Program (FUP) and Freshman Leadership Program

Orientation, Page 21

What do students want in a pres.?

Advisory group says experience, connections, approachability

By **Stephanie Holden**
STAFF REPORTER

On April 6, the Student Advisory Committee to the Presidential Search released their preliminary report, entitled "The Student Perspective on the MIT Presidency." Drawing upon the responses they received from six town hall meetings, each of which were attended by between 10 and 60 people, as well as hundreds of student responses from online forms, paper questionnaires, focus groups, and informal discussions, the SAC described in their 20-page report what they found to be the most important challenges, desires, and concerns of MIT. This preliminary report does not contain the list of candidates that the SAC

would like to nominate.

Bryan Owens Bryson G, a graduate student on the Student Advisory Committee, wrote in an email, "Each forum consisted of a presentation by the committee about the search process and the student committee's role in the process. Later in the presentation, we described the job functions of the president and the structure of the MIT administration. After the presentation, the committee presented some general discussion questions and smaller subgroups discussed the questions, and these smaller subgroups had a student facilitator to keep the conversation going."

A few of the issues mentioned in the report are not necessarily specific to MIT, including stu-

dents' desires for increased interaction with faculty, better quality of teaching, and the opportunity to have input in important Institute decisions. The report offers some vague suggestions as to how to act upon these concerns. For instance, the students voiced an "urgent need to develop certain metrics for evaluating and rewarding good educators" beyond how successful professors are in their research, and advocate that any extra efforts that professors make to be more accessible to students "should be encouraged and appreciated through the right incentives from MIT regarding promotion and salary." The report also mentions that students

Search committee, Page 16

Kendall committee summarizes work

New plans for housing requirements, building height, & transportation

By **John A. Hawkinson**
STAFF REPORTER

The MIT student community was a no-show at Tuesday's presentation on the reinvention of Kendall Square. There were about 100 people in attendance; 80 percent were the general public, while the remainder were city employees, committee members, etc. Two MIT students were there, and also many

community residents, including some MIT faculty and retirees from 303 Third Street.

Cambridge and their consultants ran through 72 slides summarizing the past year's worth of work by the Kendall Square committee.

Sarah E. Gallop, MIT's local government liaison, said yesterday that MIT intended to resubmit a revised zoning petition for the Kendall area and east side of campus in

mid-May, though the city's Kendall-to-Central study is not yet expected to have published results by then.

MIT first submitted its proposal last spring, then withdrew it while the city went forward with its process. MIT's new proposal is being guided by its participation in the city's process, Gallop said. It has two reps on the committee, one from Facilities and one from the MIT Investment

Management Company.

The presentation was primarily conducted by David Dixon of Goody, Clancy & Associates, which is conducting and facilitating the study for the city.

Dixon began by focusing on active street-level uses in the area (especially retail); covered community green-space issues (especially the

Kendall, Page 15

IN SHORT

There are no classes on Monday and Tuesday! *The Tech* will not publish on Tuesday due to the Patriots' Day holiday.

Today is the deadline to enroll in the meal plan for the spring. If you want in on the dining plan, today's your last day!

Send news information and tips to news@tech.mit.edu.

PAX EAST

The east coast's largest video game convention returns to Boston for a third year.

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JOHN A. HAWKINSON—THE TECH

Workers install an image on the side of N52, the MIT Museum, for an exhibit in the Kurtz Gallery — Berenice Abbott, Photography and Science: An Essential Unity, which runs May 3, 2012 through Dec. 31, 2012.

TALLAPRAGADA OR CRAIGHEAD?

Who should be elected the next UA president?
OPINION, p. 4 + 5

PUTIN, ROUND THREE

How did Putin get elected a third time?
OPINION, p. 5

HOW DID THE COSMOS START?

Impey's new guide to how the universe began is excellent. **ARTS, p. 6**



LAST WEEK'S WINS

Cycling, Ultimate, gymnastics, and crew all dominated this past weekend. **SPORTS, p. 22**

DINE BY THE SEA

Strega Waterfront offers great views and wonderful service. **ARTS, p. 6**

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The Tech (ISSN 0148-9607) is published on Tuesdays and Fridays during the academic year (except during MIT vacations), Wednesdays during January, and monthly during the summer by The Tech, Room W20-483, 84 Massachusetts Avenue, Cambridge, Mass. 02139. Subscriptions are \$50.00 per year (third class). **POSTMASTER:** Please send all address changes to our mailing address: The Tech, P.O. Box 397029, Cambridge, Mass. 02139-7029. **TELEPHONE:** Editorial: (617) 253-1541. Business: (617) 253-4324. Facsimile: (617) 253-8226. **Advertising:** subscription, and typesetting rates available. Entire contents © 2012 The Tech. Printed on recycled paper by Mass Web Printing Company.

LETTERS TO THE EDITOR

Endorsing a fresh, pragmatic perspective: student leaders for Tallapragada/Yang

Editor's Note: Ravi M. Charan is co-president of The Forum, a student group led and founded by Naren P. Tallapragada.

We, a variety of leaders from across campus, are writing to endorse Naren P. Tallapragada '13 and Andrew C. Yang '13 for Undergraduate Association President. While acknowledging *The Tech's* endorsement to the contrary, we must respectfully disagree.

The Tech praises the bold vision and leadership of Tallapragada and Yang. Inexplicably, rather than endorsing Tallapragada and Yang, it urges their opponents to incorporate that vision. It is very difficult to give a leader a vision, but it is much easier to transmit experience and knowledge to those with vision. Thus, we would urge that a Tallapragada and Yang ticket recruit Jonté D. Craighead '13 and Michael P. Walsh '13, not the other way around.

As students involved in leadership posi-

tions across campus, both inside and outside the UA, we are often involved with both administrators and fellow students. We, too, can transmit a working knowledge of the UA and the student body. With our broad support, Naren and Andrew are more than capable of a smooth transition into the UA.

During this transition, there should be three main objectives: first, smooth functioning of the UA's internal organization; second, continuous and effective advocacy with the administration; and, third and most importantly, the completion of the reform efforts represented by restructuring. We have addressed the first two, but the third warrants closer examination.

We know that the pre-restructuring UA was broken, and the reforms in place should go a long way to improving the UA. However, that process is not over. The next president will have a significant opportunity to shape the UA by utilizing and interacting with the undergraduate Council. With all due respect, Craighead's previous experience with the UA Senate is only somewhat relevant, and possibly a negative factor. We do not wish to suggest, and *The Tech* has refuted, the idea that the poor functioning of the Senate was Craighead's responsibility.

Rather, we respectfully submit that a new vision for the Council, untainted by the old ways of the Senate, is required for a fully functioning and effective UA. A fresh

start and a clean slate is exactly what the UA needs if it is to optimally serve the undergraduate body. This is why it will be easier for Tallapragada and Yang, who will come in with a willingness to learn and improve on the workings of the UA, to run our government.

Let's all make the right choice and elect Tallapragada and Yang to lead the UA at a time of institutional change and transition. You only vote once; make this one count.

Submitted by Ravi M. Charan '14 on behalf of the undersigned:

Kuljot S. Anand '13 (treasurer, 2013 Class Council), Delian T. Asparouhov '15 (CTO, FanFuser), Archit N. Bhise '13 (co-founder, The Forum | executive director/co-founder, Open Health Designs), Ravi M. Charan '14 (chair, UA Committee on Education), Nancy Z. Chen '13 (co-social chair, 2013 Class Council), Raimundo K. Esteva '13 (Former UA senator from fraternities | treasurer and rush chair, Theta Chi), Timmy M. Galvin '13 (president, PBE | former NROTC command master chief), Cory D. Hernandez '14 (president, G@MIT | member, UA Finboard), Romi S. Kadri '14 (student representative, MIT Trust Center for Entrepreneurship), Joshua Ma '14 (managing director, Techfair), Cameron L. McCord '13, Madeline G. Mirzoeff '12 (Vice President, Alpha Chi Omega), Richard Z. Ni '15 (director of corporate relations, Techfair), James Noraky '13 (president, Phi Kappa Theta), Anvisha H. Pai '14 (chair, UA Committee on Sustainability), Christian Perez '12 (president, Undergraduate Economics Association), Samvaran Sharma '12 (co-president, MIT South Asian American Students), Russell A. Spivak '13 (president, Delta Kappa Epsilon), Anjali B. Thakkar '12 (founder and director, TIMTalks), Richard Yoon '13 (president, Alternative Spring Break)

The case of Trayvon Martin

How inane laws and the mainstream media made a bad situation much worse

By Haldun Anil

STAFF COLUMNIST

Editor's Note: This piece's deadline was before the announcement of the second-degree charges against George Zimmerman were made public at 6 p.m. on April 11.

As the Institute closed its doors over break, many of my friends and I escaped to warmer climates to get a much-deserved break from the fast-paced academic scene that is MIT. Finally getting a chance to catch up with the news after a couple of weeks of exam-induced recluse, I was disturbed to read about the Trayvon Martin case. Below is a short summary of the events that culminated in his untimely death.

George Zimmerman, a 28-year-old Floridian and a community watch coordinator, saw Trayvon walking home from a convenience store with a pack of Skittles in hand. Zimmerman said he felt "threatened" by the 17-year-old. As he followed Trayvon closely, Zimmerman promptly called 9-1-1 and told the dispatcher: "This guy looks like he is up to no good or he's on drugs or something." Now here's where things start to get nonsensical: after being told by the police not to take further action, Zimmerman replied by saying "OK" but kept pursuing the now-fleeing teenager. According to a report by ABC News, Trayvon's girlfriend, who was speaking to him on the phone at the time of the incident, reported hearing Trayvon say, "What are you following me for?" with Zimmerman responding, "What are you doing here?" shortly before shooting and ending poor Trayvon's life in cold blood.

While I believe that Zimmerman's actions are deplorable and that he should be brought to trial for the murderer that he is, I do not believe that this shooting was simply one man's fault. It is rather a disturbing combination of a multitude of shortcomings that plague our society, which include, but are

not limited to, racism, an unnecessary desire for sensationalism, and legal system that needs thorough reexamination. The dynamics at play in the development and analysis of the story are nothing short of profoundly unsettling. First off, the mere existence of laws that turn a blind eye to — and even enable — such heinous crimes are downright embarrassing for the modern, logical, and progressive society that we pride ourselves on being. Second, the overtly nonchalant expression of racism displayed thus far in reaction to the shooting has been nothing short of disgusting. Third, the supposed "solidarity" of cable news networks has, in my opinion, proven to be truly weak and juvenile attempts at sensationalism. Let's begin by observing the severe shortcomings of legislation and how they practically enabled the tragic shooting of Trayvon.

The overtly nonchalant expression of racism displayed thus far in reaction to the shooting has been nothing short of disgusting.

One law that seems mind-bogglingly illogical is Florida's so-called Stand Your Ground law, thanks to which Zimmerman has been able to evade prosecution thus far. According to the law, "a person is justified in the use of deadly force and does not have a duty to retreat if he or she reasonably believes that such force is necessary to prevent imminent death or great bodily harm to himself or herself." The vagueness of this strange law is maddening. According to this law, all someone has to do to shoot and kill someone in Florida is to assert that he or she felt

"threatened" by the victim's mere existence. And in the Zimmerman case, this defense had been found viable. The law does not clarify whether the other person needs to be wielding a weapon, be overtly threatening, or have actively engaged in harmful behavior in any way. Under this law, any John Doe can simply Google "where to buy guns," click on the first link, proceed to the handguns page, order whichever handgun fits his style (with free shipping!), start a killing spree, and then state that the people he killed made him "feel threatened." Sounds about right!

Of course, laws have not been the only negatively contributing aspect of the Trayvon case; the handling of news by large media companies is also to blame. National news coverage of the event went a step further by expressing a disturbing level of racism against minorities. On a live Fox News show, journalist Geraldo Rivera stated: "I am urging the parents of black and Latino youngsters particularly to not let their children go out wearing hoodies. The hoodie is as much responsible for Trayvon Martin's death as Zimmerman was." Now most of us are fully aware of how "high-quality" Fox News' coverage has been lately, and I believe this statement is nothing less than a perfect example of what 21st century journalism is turning into: poorly researched and hastily assembled news stories and broadcasts. A very good illustration of this phenomenon is the fact that, recently, careless and overt expressions of racism have started to take to the center stage. Blatantly telling parents on national television of minority children to keep their kids away from hoodies because they may be portrayed as criminals due to the way they dress clearly illustrates this point. It's time that people, especially these so-called journalists, start to use their brain facsimiles to filter out nonsense before it escapes their

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OPINION POLICY

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Start-ups forced out of Kendall Square due to prices

Promoboxx finds Kendall space too rich for its blood; South Boston more affordable

By Michael B. Farrell
THE BOSTON GLOBE

When Ben Carcio's idea for a Web start-up won a national competition last year, the prize included free office space at a dream address for techies: Kendall Square. He was surrounded by engineers from Microsoft Corp. and Google Inc., and venture capitalists who fund young tech companies.

But when his year of free space ran out, Carcio found he could not afford Kendall Square's soaring rents and last month moved his company, Promoboxx, to the South End in Boston.

"We were 100 percent committed to Kendall Square, and we had no choice but to look elsewhere," said Carcio. "That is what a lot of companies are feeling."

'We were 100 percent committed to Kendall Square, and we had no choice but to look elsewhere.'

— Ben Carcio
FOUNDER, PROMOBOXX

Increasingly, the startups and young companies that helped make Kendall Square a fulcrum of the region's innovation economy are either being priced out, or squeezed out of the crowded district. Travis McCready, executive director of the Kendall Square Association, said the square-mile business zone is a victim of its own success.

"We are doing precisely what

we wanted to do, which is to create a neighborhood for innovation and entrepreneurship that is so successful that people are dying to get in," McCready said. But now, "we have no space for them."

Other Kendall denizens following Promoboxx include software maker Buzzient Inc., whose new digs in Boston's Innovation District cost half what it would have paid in Cambridge; Brightcove Inc., the digital media company that went public this year; and tech-law firm Finnegan, Henderson, Farabow, Garrett & Dunner, which plans to move across the Charles River this fall.

Through this out-migration Kendall is in effect helping to seed other tech clusters in the region, whether just down the street in East Cambridge, in Somerville, or, most prominently, in Boston.

Mayor Thomas M. Menino has avidly courted startups from across the river to the Innovation District along the South Boston Waterfront.

About 100 companies, many tech or media-related, have moved there in the past two years, and the city recently announced plans to build a \$5.5 million innovation center to provide a gathering place for entrepreneurs. Major construction projects will bring about 1,700 new

apartments to the Seaport, as well as a new headquarters for Vertex Pharmaceuticals Inc.

Average rents in Kendall are around \$46 per square foot, about 20 percent higher than rents in the Seaport district.

While Cambridge's loss may be Boston's gain, there is a downside for the start-ups leaving Kendall Square: They miss out on the culture and cachet that makes the place so special in the business world.

"We couldn't envision not being in Kendall," said Carcio, whose firm, Promoboxx, conducts Web marketing. "Some of it is the perceived cachet that you get being a Kendall Square company," Carcio said. "There's a lot of buzz."

But staying in Kendall Square comes at a steep price: average rents in Kendall are around \$46 per square foot, about 20 percent higher than rents in the Seaport district and almost twice those of even Silicon Valley. And with five percent vacancy rate, available office space in Kendall is harder to find than even in Midtown Manhattan.

Tim Rowe, founder of the Cambridge Innovation Center, said Kendall has such a "gravitational force" that he has a waiting list of two dozen companies that want more space in the building so they can remain close to other start-ups and success-

ful businesses. He said it would be a mistake to underestimate the power of proximity in the business world.

"To be competitive, innovation clusters have to have bulk, because the best people will go to the places that have the most jobs in their industry," said Rowe, whose center provides flexible work space that start-ups share and is already jammed with around 450 small companies. "It matters a lot to be the biggest. Being second biggest is not nearly as good."

That is why the principals of Rapid7 Inc., a local maker of security software, are willing to pay Kendall's going rate.

The company is finalizing a lease for space in Kendall where it plans to open its new innovation center. During a tour of properties recently, Rapid7's Richard Perkett said the new facility has to make a strong first impression, because when it comes to hiring in the tech sector, location matters.

"We want to create that walk-in-the-door feeling of, 'I want to work here,'" Perkett said.

While there are long-term plans for new office space, one of the largest buildings in the pipeline for Kendall Square right now is mostly for Biogen Idec Inc., a biotechnology company, and the Broad Institute, a medical research center.

But some think the solution to Kendall's growing pains is not just more office space, but housing, too.

The architectural and urban planning firm hired by the city of Cambridge to develop a 20-year blueprint for the area is recom-

mending that as much as half of the some 7 million square feet of new construction proposed for Kendall be housing.

'It matters a lot to be the biggest. Being second biggest is not nearly as good.'

— Tim Rowe
CAMBRIDGE INNOVATION CENTER

Goody Clancy principal David Dixon argued that apartments and condos - and restaurants and stores, too - will make the neighborhood more attractive to the young, sought-after software engineers who are the lifeblood of the growing tech sector.

"Kendall Square succeeded because it was a great place for business, but now it has to be a great place for people," said Dixon. Younger tech workers, he added, are "in full rebellion of their parent's suburban lifestyle, and the number one concern for them is walkability."

Increasingly the start-ups and young companies that helped make Kendall Square a fulcrum of the region's innovation economy are either being priced out of the crowded district by soaring rents. So young companies are forced to choose between either paying up for less than ideal space, or move and miss out on the culture and cachet that makes Kendall so special in the business world.

Join us on April 27 as we look to the

future

of sustainability.

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Solution to Crossword
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A	B	L	E	F	U	R	S	M	A	M	B	O						
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				A	W	E	P	I	P	S	V	I	M					
							S	I	L	O	G	A	S	G	O	T		
				J	U	M	P	A	T	T	H	E	C	H	A	N	C	E
				A	N	I	O	N	I	O	T	A	T	O	T	E		
				M	I	C	R	O	S	H	U	T	O	M	E	N	S	
				S	T	A	T	S	M	O	P	E	M	E	T	S		

Solution to Sudoku
from page 8

4	2	5	7	9	3	6	8	1
8	3	6	1	4	5	9	2	7
9	1	7	8	2	6	4	5	3
7	5	3	9	8	1	2	6	4
1	8	2	4	6	7	3	9	5
6	9	4	3	5	2	1	7	8
2	6	1	5	3	8	7	4	9
3	4	8	6	7	9	5	1	2
5	7	9	2	1	4	8	3	6

Solution to Techdoku
from page 8

2	1	6	4	3	5
4	3	2	6	5	1
6	5	4	2	1	3
5	4	3	1	6	2
1	6	5	3	2	4
3	2	1	5	4	6




Something to feel good about.

United Way

This space donated by The Tech

SMBC, from Page 9





PAX.

The Tech checks out the Penny Arcade Expo, the east coast's largest annual gaming convention

By Jessica J. Pourian
EDITOR IN CHIEF

concerts, which were all highlights of the show.

The keynote address

PAX opened with a keynote address by the creator of the hit game series *Prince of Persia*, Jordan Mechner. Mechner told the audience of his introduction to the gaming world, and his rise from a kid who liked playing video games in arcades to programming them and eventually striking a deal with Jerry Bruckheimer, ending with one of his games being adapted for the big screen (*Prince of Persia: The Sands of Time*).

He spoke of his relationship with his Apple II computer, for which he saved up for years and was the first computer he ever programmed with. Though he created games for years, his "moment of clarity" didn't come until he realized that a game could tell a story, he said. Once he realized that video games didn't have to just be about racking up more points than the previous person, he conceived an idea for a different type of game. His first breakthrough came in 1984 with *Karateka* — a karate sidescroller where the main character is trying to save a princess. After this project, he worked singly on *Prince of Persia* for three years, which he initially intended as a pure platformer.

But when the game was finished, there was something missing. Others told him it needed enemies to be interesting. Yet his computer lacked the memory (he had only 48 kb available) to actually render enemies due to the complexity of the basic platformer. Instead, he rehashed the careful animations of the Prince and made them black to create the shadow prince — one of the most memorable parts of the entire game.

"The reason I did it was because I had no memory," Mechner said. "Technical constraints make us creative," he explained, "It's amazing what people can do with strict forms."

Indeed, it seemed that this provided a theme for the rest of the show. The attendees were reminded by everyone from Mechner to the chiptune panelists to the indie developers of the importance of working with what you're given, and making the best of what you have.

Q&A panels with Gabe and Tycho

Krahulik ("Gabe") and Holkins ("Tycho") host two Q&A panels every PAX, one on Friday and one on Sunday, where the two creators just take questions from the audience.

'Technical constraints make us creative. It's amazing what people can do with strict forms.'

— Jordan Mechner
PAX 2012 KEYNOTE SPEAKER

PAX East, a three-day-long festival of everything game related, returned to Boston for the third time, this year at the Boston Convention and Exhibition Center (BCEC). PAX is a gaming convention started by webcomic Penny Arcade (PA) founders Mike Krahulik (known as "Gabe" in his comic alter-ego) and Jerry Holkins ("Tycho") in 2004. The show is meant to cater to gamers of all types — handheld, console, PC, and table top. Originally held in Seattle, PAX has also come to Boston for the past three years in the form of "PAX East," and recently booked the annual event at BCEC until 2023.

The center piece of the show is the giant exhibition hall, which has hundreds of developers from around the country, ranging from the behemoth Xbox booth to the small Boston Indie Showcase with games from local developers. The exhibition hall was always flooded with people, and the constant bustle to it all is really what gives PAX so much of its energy. Besides the show floor, there was a variety of console free-play rooms, classic arcade games, and tournaments, along with a number of panels and workshops for con-goers to attend.

With the massive amount of events going on, one of the extremely useful things that helped us get navigate the weekend was a handy app called "guidebook," the official app of PAX East. The app included the panel list for the entire show and the ability to build your own schedule (with notifications!), and also included maps, an FAQ, and a twitter feed of everything #PAX, along with an assortment of other PAX specific options. The result was incredibly helpful — while wandering around the convention floor, a 30 minute reminder to go to a panel is valuable.

One of the really great things about PAX is the incredible sense of community that pervades the entire weekend. The ads for the con often show a gamer with the caption "Come Home" — and it truly feels that way. People are very friendly throughout the entire show; willing to help you take a photo, give directions, compliment your costume or video-game-related T-shirt, or just chat affably with you in an hour-long line. This communal sense really comes through during the large panels, and especially things like the keynote address, the Q&A's with Tycho and Gabe, and the



A colorful variety of polyhedral dice for sale at a booth on the exhibit floor of the convention hall.

JESSICA J. POURIAN—THE TECH

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Historically, these panels have been one of my favorite events — not only because they are hysterical, but because they really emphasize the community feel that links the entire show together. Everyone laughs at the same jokes that have appeared in the comic strip for the past year as well as bond over the number of very touching stories that come out of attendees thanking the two authors for their charity, Child's Play, which works to distribute video games to children in hospitals.

"We offer a hug delivery service," Tycho said to an emotional fan after she relayed a story about how helpful Child's Play is.

Krahulik also took the opportunity to announce that Child's Play is expanding to cover women's shelters as well as hospitals.

"They are children's shelters as well," he explained.

Midway through the first Q&A, a man approached the microphone and began to recite a poem — a marriage proposal!

"Oh shit, it just got real," exclaimed Holkins, as he realized what was happening. As the poem finished, the audience erupted into cheers, and the fan rushed happily back to his seat with the well wishes of nearly 3,000 people.

The chemistry between the two creators is truly hilarious. When one fan asked if the

two would consider bringing back the Penny Arcade podcast, which stopped last year, Holkins said yes. Krahulik had immediately said no, and looked at Holkins in surprise.

"We need to talk about a page, and being on the same one," Krahulik said firmly.

During the first Q&A, a group of pranksters presented each of the two creators with a sealed potato, and required the creators to carry for the rest of the show as a safety monitoring device, a joke referencing Valve's best-selling first-person puzzler *Portal 2*.

"Son of a bitch, I have to wear this potato all weekend," complained Holkins. The two creators did in fact wear their potatoes the entire show, and the pranksters returned to the Q&A on Sunday to inform them that their safety was indeed secure, at least for the next 12.5 minutes.

"Remember, your safety is our second priority," they assured sweetly.

When asked how the two reconcile being an adult while still playing so many video games, Krahulik explained that it was not unusual — what constitutes playing and a game has just changed from the traditional definition. A father 60 years ago may have played catch with his son, or chess, but the game of the day today is electronic.

"That phase is over," Holkins added, "when you put toys away and weep into a glass of room temperature liquor" for most of

your middle age.

Press Panel

At a media-only panel with the creators on Sunday morning, Holkins mentioned that PAX has become "an annual affair now, outside of our control."

The two expressed their desire to one day just be an attendee at PAX, and not have to worry about any of the administrative details. This is the show they want to go to, they explained, and it would be nice to one day just enjoy it.

When asked what distinguishes PAX from other conventions and what enhances the community feel, the co-creators mentioned the focus on merchandise at other shows can be distracting.

"The shopping aspect exists" at PAX, Holkins said, "but it's not the focus." While the existence of a dealer room can be cool, it will "alter the show culturally."

In addition, they spoke about that it is like to be a figure on the internet, and how they take their roles in the gaming community.

Krahulik spoke about his frustration that when he says on the blog that he enjoys certain games, he is accused of being paid by the company to say so. Just because you like a game by a big company, he said, doesn't mean they have you in their pocket.

"I spent 10 years shitting in EA's mouth,"

Holkins added, which makes the accusations even more ridiculous.

"My first job is to tell people about video games," Krahulik said, explaining that he takes this very seriously — even when it means potentially hurting friends on a development team by recommending against their game.

During the panel Holkins also expounded on the amount of writing he is doing for PA's third video game, which Krahulik is no longer participating in. Holkins is writing the story for the entire game.

"A video game is a pop culture product you can write for," he said. In the mid 20th century, he said, writers would do comic books since that was the newest medium for expression. Video games are similar, he said, they are like a "modern comic, in exactly the same way," in that you can write for one of the newest mediums of expression.

Concerts

Despite this being my third PAX, it was my first time attending the Friday and Saturday night concerts. On Friday night we stayed only long enough for the first two acts — the rap and chiptunes group Supercommuter, and the rock group Minibosses, which covers

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Panels at PAX

A number of workshops and panels that focus on games and gaming culture are held throughout the convention. Here are a few of the ones we were able to attend.

Stuff your Criticism, I want a review!

Do video games get reviews, or criticisms? What's the difference? This panel, hosted by a number of editors from *The Escapist*, *Ars Technica*, and the *Boston Phoenix*, among others, focused on the distinction between the two types of writing. A review, it seems, is focused on a product and potentially convincing a reader to buy something or not. A criticism, the panelists argued, is a piece written with a much deeper intent — to truly understand the game and communicate a particular experience to the reader. A review might be something you read before playing a game, and a criticism something afterwards. Reviews give you a comprehensive view, while a criticism is more on an in depth snapshot. Which is more effective and useful for the reader? That's for you to decide.

N00dz or GTFO! Harassment in Online Gaming

Harassment in online games is more common than most gamers are comfortable admitting — and most don't like to talk about it at all. This panel focused on the continual harassment of women on Xbox Live, and the hostile gaming environment it can create.

Throughout the entire talk, a PowerPoint played in the background displaying a number of vulgar messages that the panelists had received over their time gaming online. Despite the incredibly offensive nature of the remarks, they laughed it off.

The panelists emphasized that one did not need to "feed the trolls" to get harassed on the Internet. We saw a video intentionally made to look like it was the 1950s of a woman in an old fashioned dress who expressed the desire to play video games after cleaning up in the kitchen. A male narrator guided her through the steps of setting up an Xbox live account, chastising her when she entered her name as "Doris."

"Don't choose a distracting name!" the narrator scolded. He proceeded to tell her not to choose a distracting avatar when she selected a character with a skirt, and also not to distract other players with her voice by using a headset. When male players hear her voice and recognize her as a woman, he explained, it activates "The Stupid," which would just cause problems for everyone. A show of hands in the audience demonstrated that many women had similar experiences online, and had stopped playing Xbox live as a result.

Two of the panelists run their own websites displaying some of the negative encounters they've had online — <http://www.notinthekitchenanymore.com/> and <http://fatuglyor Slutty.com/>. The site has proved a useful tool to facilitate discussion, they said, and a number of women have written in to them to say that they found the site helpful because they had thought that "they were the only one" getting harassed.

The panelists encouraged the women in the audience to keep playing and to ignore the trolls. It's about the "politics of fun," they said. "Reclaim your right to play a video game!"

Chiptunes! From the square wave to the stage

Chiptunes, the type of music created using chips from a variety of old gaming systems, have risen in popularity over the past couple of decades. Daniel Behrens (aka Danimal Cannon, or the guitarist of *Metroid Metal*), explained the phenomenon during this panel, and how to get into composing chiptunes yourself.

"Chiptunes is not a genre," he stressed. In the same way a piano isn't a genre, chiptunes are just a vehicle for a variety of genres from jazz to dubstep. That said, however, some genres do exist only in chiptunes, such as "hyper-melodic," which has astonishingly fast melodic lines, and "chiphtrash," which "sounds like the biggest pile of noise ever," Cannon said.

Chiptunes come in a variety of flavors depending on the chip used to create them — popular choices include the chips from the NES, Atari, Genesis, Gameboy, and Commodore 64, among others. While the learning curve for chiptunes can be very steep, it's worth it, Behrens said, because it is both rewarding and very cheap.

The fact that chiptunes offer a limited amount of notes to work with, Behrens claimed, is just fuel for imagination. Harkening back to the theme of the keynote address, "Having restrictions in art forces you to be creative," he said, unlimited options are stifling.

Looking to get into chiptunes? Cannon recommends a lot of listening and careful study of pieces you like, along with prodigious use of Google. He encouraged beginners to explore forums and ask questions, and to read the manuals for the chiptunes software. Some of the websites he recommended for listening and exploring chiptunes are chipmusic.org, noisechannel.org, netlabels.org, bandcamp.com, and snesmusic.org

Boston Indie Showcase

In sharp contrast to the enormous game studios on the expo floor which employ hundreds of developers, indie developers create games by themselves or with a team of one or two other people. On Saturday evening, five indie devs hosted a panel about breaking into the gaming industry. Most of them worked from home and developing indie games was their full-time job. "It's not really about money," one of them said, "but I need money to like, eat." We had a chance to play three out of the five games featured at the panel, which are listed below.

Bean's Quest

In *Bean's Quest* for iOS you control a consistently jumping bean named Emilio, carefully timing left-right movement to correspond with the nonstop jumping in a way that doesn't cause you to be impaled on spikes or fall to your doom. While very simple and not particularly challenging, it was still tough to put down the demo. A combination of polished level design and charming eight-bit sounds and graphics make *Bean's Quest* quite addictive.

Girls Like Robots

Girls like robots but hate nerds. Nerds love to sit in the corner. Robots are always happy; or perhaps more accurately, they're never sad. In *Girls Like Robots*, your goal is to assign seating for a diverse cast of opinionated characters in a way that maximizes their happiness. It is a strangely calming experience.

SpellTower

SpellTower doesn't seem like a very original game on the surface; searching a grid of letters for words is the core of many word games. *SpellTower* differentiates itself by adding a Tetris-like element to the gameplay. As a result, this game is quite strategic. The graphics and menu design are commendable, but where *SpellTower* really shines is in its sound design. Every move the player makes is accompanied by a subtle but satisfying sound effect.

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popular video game tunes. After them was *Metroid Metal*, a rock band that covers songs from Nintendo's *Metroid* series (and whose guitarist later ran the chiptunes panel) and Protomen, a rock band that focuses largely on the *Mega Man*.

On Saturday night, we were in line over an hour early for the 8:30 p.m. concerts. The queue looped around the convention center, hugging the walls; the enforcers (the people who volunteer to run the show) had us crowding against the corners in a giant, organized mob. Every few minutes random bursts of song exploded from the people around us and was quickly taken up by the surrounding crowd in line — selections ranged from “Sweet Caroline” to “Stand by Me” and “Bohemian Rhapsody.”

When we finally reached the concert, it was packed. The main theater holds around 3,000 people, and every inch of the venue was crammed.

The evening opened with the Video Game Orchestra (VGO), a group that has been featured at Anime Boston and PAX in recent years that creates contemporary arrangements of video game music. They played a number of pieces from games including *Final Fantasy*, *Chrono Trigger*, *Street Fighter*, and *F-Zero*. One highlight was the *Super Mario* theme played by a solo flautist who was simultaneously beatboxing. VGO also had a surprise guest performance by Jonathan Coulton, the composer of the famous *Portal* ending song “Still Alive,” which had the entire audience singing along.

VGO was followed by comedy music duo Paul and Storm, who

opened their act asking if there were any nerds out in the audience.

“We are going to pander the shit out of you,” they said to cheers, and immediately proceeded to open with a song bemoaning the slow output of popular fantasy writer George R. R. Martin, of *A Game of Thrones* fame. The piece also included a brief a capella version of the HBO show's theme. A couple funny songs, and a brief parody Ted Talk later about how humor is just walking the line of funny vs. tastelessness, Paul got a text from Wil Wheaton with an ASCII penis that he shared with the audience. He then encouraged the entire crowd to tweet some variant of 3===D @wilwheaton. A moment later, Wheaton's twitter was flooded, and the audience roared in approval.

The acclaimed *Portal* composer Jonathan Coulton was definitely the



CONNOR KIRSCHBAUM—THE TECH

Jerry Holkins (“Tycho”) and Mike Krahulik (“Gabe”), the creators of Penny Arcade, host a Q&A on Sunday afternoon.

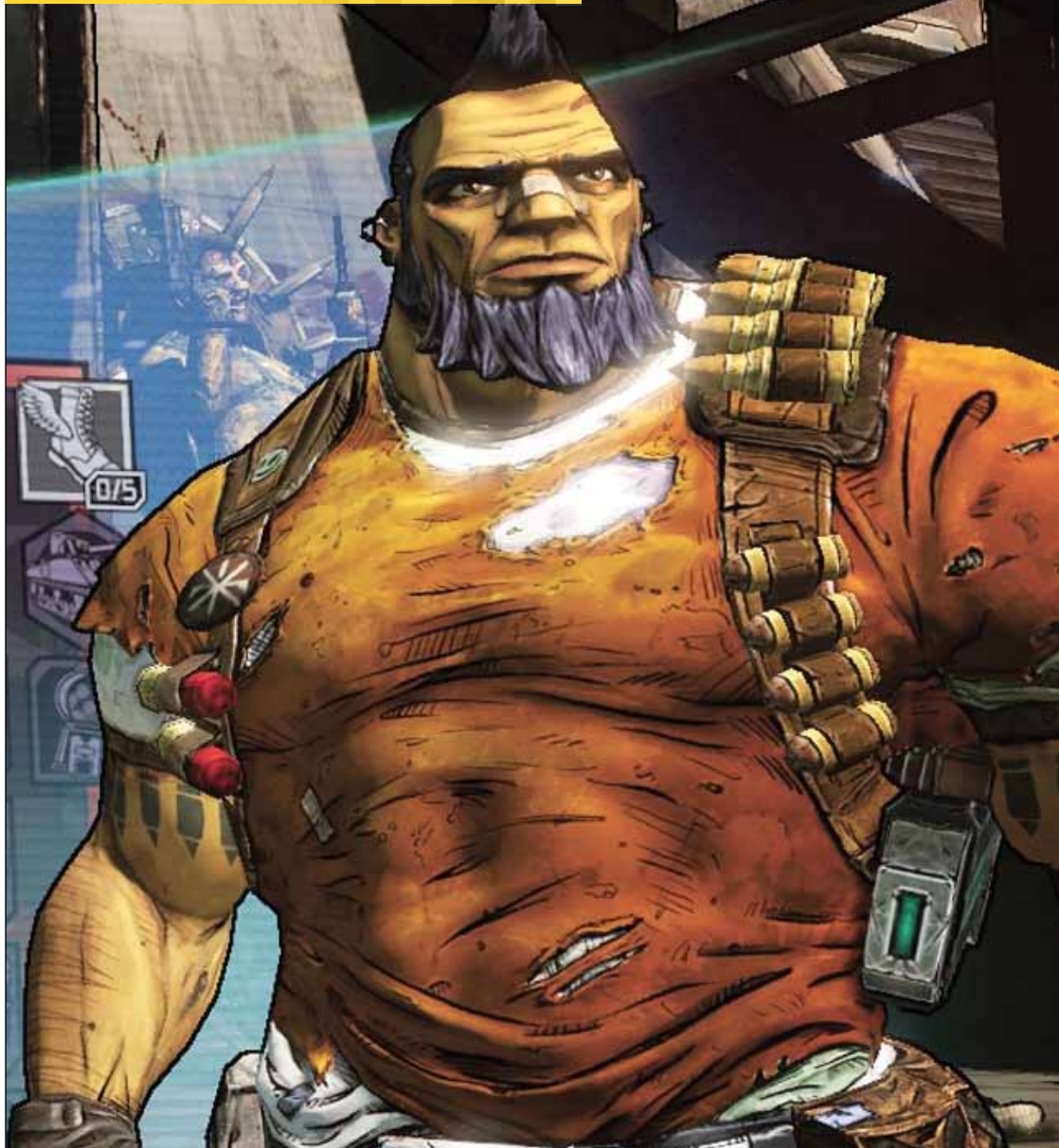
climax of the concert — from his second rendition of “Still Alive” to a number of his other works, he had the entire audience gleefully singing along. For his performance of “Re: Your Brains,” a song from *Left4Dead*

2, he had the audience sing “all we want to do is eat your brains” while pretending to be a zombie. Coulton started his performance with a

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Borderlands 2

Xbox/PS3/PC | Ubisoft | Sept. 4, 2012



The Tech had a chance to speak with the art director of *Borderlands 2*, Jeremy Cooke. The sequel to the popular 2009 game *Borderlands*, *Borderlands 2* features more of the first person shooter / RPG elements that defined the first game. “We changed the art style halfway through,” said Cooke. We wanted the look to be “more wild” and “over the top,” he said, referring to the game's comic book style graphics. The graphics are changed post processing, he explained, and were put in to add energy and color to the game. “We invented our own style,” he said, imparting that the dev team didn't want the game to be an anime or a carton. For some parts of the game, the team would take a photo and “smash it in,” Cooke said. They would reduce noise, create contrast, and bring out the most interesting parts in a particular surface.

While the first game featured a lot of Mars Volta and other similar music, the trailer for *Borderlands 2* has the dubstep song “Doomsday” by Nero instead. Many studios take themselves too seriously, Cooke said, and the dubstep is mostly a “tongue-in-cheek” joke, especially since they have Claptrap (the robot) dancing in the video. Most of the game, he said, will not feature dubstep, and will instead be similar to the first game. In addition, the game will have radio stations throughout the adventure, so players can choose what music they listen to. Much of the music that will be on these radios will be original work from the variety of artists at Gearbox.

Cooke took the last moment to emphasize the importance of story in *Borderlands 2*. Fans weren't happy with the end of the first game, he said, so they are taking extra care with the sequel. “Story is a big thing for us.”

We were able to play through a co-op level as the character Maya, who could set aside her gun for a moment to suspend enemies in the air with her telekinetic abilities. It was a notably fun game; the funky graphics and sounds, excessive weapons, and general tone made for a frantic, but not stressful, experience. The unique cel-shaded graphics were particularly refreshing after becoming accustomed to the dark, ultra-detailed graphics of the rest of the FPS games on the expo floor.

Spec Ops: The Line

Xbox/PS3/PC | Yager Development | June 26, 2012

Spec Ops: The Line's cinematic quality was both its greatest strength and its greatest weakness. Our demo started with the main character manning a machine gun as he was flown through what was left of Dubai, gunning down enemy helicopters. The graphics are incredible — the following scene of watching a helicopter explode into a building was truly jaw-dropping. However, the effect felt manufactured — with no control over the path of the aircraft, the trajectory of the enemy helicopter, or knowledge of the surrounding area, it felt like just watching a movie. Despite the superb voice acting adding to the cinematic feel, this was cool to watch, it wasn't necessarily the right feel for a video game.

Far Cry 3

Xbox/PS3/PC | Ubisoft | Sept. 4, 2012

The *Far Cry* booth at PAX was set up to show off multiplayer mode, and we got an opportunity to play a round against other PAX attendees of various levels of cluelessness. Despite playing with a team of strangers, I felt an allegiance to my team right away. There were a variety of factors contributing to this team feel: level design and spawn points subtly encouraged us to move as a pack, and players have the opportunity to revive their dying teammates, usually at a risk to their own well-being. Like *Team Fortress 2*, it is advantageous to have a diverse mix of weapons on the team. The slower, consistent running speed for all players prevents your group from fanning out across the map instantly. This team based attitude is refreshing; especially coming from a game like *Halo*, where it feels like the only thing keeping your teammates from shooting you in face is the fact that it would lose them a point.

Aliens: Colonial Marine

Xbox/PS3/Wii U/PC | Gearbox Software | Fall 2012

Alien fans have reason to rejoice — the new *Aliens* game, *Colonial Marine*, will be an official canonical sequel to the popular science fiction series. While players can expect to recognize a ton of reference from the movies, those new to the story will still be able to play the game as a standalone piece. The development team of the game are all die-hard *Aliens* fans, so it seems like a lot of care went into its production. Certainly, for just playing a few rounds with the dev team, it looks like *Aliens: Colonial Marine* might be one of the better movie-related games out there. In multiplayer mode, players decide between joining the team of aliens or the team of marines. Playing against the developers of the game, who selected the alien team, I was expecting to lose handily. It was still shocking to see four aliens scurry effortlessly along walls and on ceilings, making my marine seem slow and clunky. Luckily, the marines get the guns...

Max Payne 3

Xbox/PS3/PC | Rockstar | May 15, 2012



Rockstar has been known to be a company that enjoys glorifying violence. True to form, the *Max Payne 3* booth at PAX had brochures advertising the “kickback of each bullet's entry as they pepper an enemy.” The exhibitor who took us through the demo gleefully described the physics and “realism” of the game as a bullet burst through my character's face in slow motion.

Seeing someone get hit by a bullet was shocking every time; something about the way the characters reacted was just a little too real. It was excessive and a little disturbing, but it also had the effect of making me genuinely afraid of my character getting shot. After being mortally wounded, you have a brief, frantic opportunity to fire at your potential killer. If you are able to kill him before you hit the ground, your life is spared. Strangely, this only added to the fear of dying; being thrown into such a desperate, stressful fight for your life every once in a while makes the life feel valuable. The psychological weight of dying in *Max Payne* is unmatched, and it's what made the game so intense.

The cover system in this game is also superb. I didn't feel that the game was guiding me toward any particular shelter; there were dozens of places in every room that I could duck behind, offering varying levels of protection from incoming bullets. At a certain point I stopped searching for the spot I was “supposed to” stand, and instead considered every corner, table, and ledge in my field of vision a potential shelter; it was very immersive.

Continued from page 13

zendrum, a MIDI-controller percussion instrument, and a song about a pants. Coulton also played other fan favorites, from “Want You Gone” (from *Portal 2*) to “Code Monkey,” and left the stage to rousing applause.

Most of the audience left after Coulton ended his performance close to midnight, when nerd rapper MC Frontalot took the stage. Frontalot, who is a self-proclaimed nerdcore rapper — the first in the world — has performed at almost every PAX since 2004. Unfortunately, we were unable to stay for his entire performance due to the insane exhaustion we were feeling from the day’s activities.

The Omegathon

Each PAX, a momentous competition is held — the Omegathon. A multi-stage tournament with a group of randomly selected attendees each placed in pairs, players must compete in a variety of different games to win. PAX East 2012 featured *X-men* as the first round, *Zip-It* for the second, and *Dance Central 2* for the third. With Holkin’s narration for each of the events, it made the competition truly a spectacle worth watching.

As is tradition, the final round of the Omegathon made up the closing ceremonies of PAX East. In early March, Gabe left the PA blogs with one hint as to the mysterious final round.

“We had custom equipment built,” he wrote, “Chew on that for a bit.”

So what was it?

Crokinole.

Created in Canada in the late 1800s, Crokinole is a tabletop game similar to shuffleboard, in which players flick small wooden discs into discrete point regions. Two teams of two play each other, with teammates sitting across the board, and players can attempt to knock the opposing teams’ pieces off the board.

Initially, the game did not seem like it would captivate nearly 3,000 people in a crowded room on a Sunday night. But after the demo with the two creators playing along with two of the PA team and the first few minutes of the real Omegathon, something changed.

With the coupling of Holkin’s hilarious narration with the energy in the crowd, crokinole went from a simple board game to an intense spectator sport. For nearly two hours, the entire audience was captivated. Cries of “PORK BUNSSSS” (the handle of one of the players) resounded throughout the hall, and every move and flick was met with cries, boos, or cheers.

This final round of the Omegathon was the moment in which I most felt the coming together of the nerd subculture. During a quiet, intense moment when an “omeganaut” was about to take a nearly impossible looking shot, a single voice from the crowd cried “He’s turned off his targeting system!” and the entire audience (including Krahulik and Holkins) laughed at the reference. Similar moments peppered the entire evening; I almost felt as if my nerd knowledge was being put to the test.

The game was intense, and over 30 minutes after the event was supposed to end, two omeganauts emerged victorious — earning a free trip to Germany for Gamescom.

It was then that we left PAX, exhausted, but exhilarated. Filing out of the BCEC with thousands of other attendees, all I could think of was how long it would be until the next PAX East.

When I got home, ready to pass out from the epicness of the weekend, I noticed that on the PA site, Holkins wrote, “Before I collapse, I want to thank the Enforcers, without whom the show could not exist, and the attendees, both for their attendance, and for making the Omegathon’s final round — Crokinole, for God’s sake, literally a piece of fucking wood — a true spectacle.”



CONNOR KIRSCHBAUM—THE TECH

A statue of Lolth, the Demon Queen of Spiders from *Dungeons and Dragons*, perches menacingly at PAX East.



CONNOR KIRSCHBAUM—THE TECH

A head crab zombie from *Half Life 2* wanders the expo floor.



CONNOR KIRSCHBAUM—THE TECH

A ReDead from *The Legend of Zelda: Ocarina of Time* made an appearance at PAX East.



CONNOR KIRSCHBAUM—THE TECH

The audience at a PAX concert enters zombie mode, per Jonathan Coulton’s request for the song “Re: Your Brains.”

Dyad

PS3 | Shawn McGrath | TBA



Dyad is an upcoming title for PlayStation 3 by indie developer Shawn McGrath, who has created the entire game almost entirely by himself. It is a “warp speed abstract racing game,” where one increases speed by pairing colored enemies further down an infinite tube. Visually, the game looks rather similar to the Ubisoft 2011 game *Child of Eden*, but the gameplay is different. Once a pair is made, you shoot through them and must continue pairing at faster and faster speeds while simultaneously avoiding the enemies you do not pair. When you have enough pairs, you can use the harnessed energy to shoot through multiple enemies and destroy them. This simple premise makes for an incredibly engaging and addictive game that is nearly impossible to put down. *Dyad* was one of the few titles Holkins recommended at the press panel, and was later featured on the PA website.

Quantum Conundrum

Xbox/PS3/PC | Airtight Games | Summer 2012

Quantum Conundrum is an awesome looking game by the creative director of the first *Portal*, Kim Swift. It’s a first-person puzzler, where you must get around by manipulating the dimension you are in. In the demo, we switched between fluffy mode, where everything was very light, to heavy mode, where everything was (surprise) very heavy. This allowed for clever manipulations of the environment — for instance, when stuck behind a glass wall, you can switch to fluffy mode to pick up a safe, and then throw it at the glass and switch to heavy (or regular) mode midair to have it smash through the glass and open up your path. The gameplay was smooth and the art style looks great — similar to a cross between *Team Fortress 2* and *Portal*. This game is definitely on our “to-play” list.

Assassin's Creed 3

Xbox/PS3/Wii U/PC | Ubisoft | Oct. 30 2012

One of the largest booths on the exhibit floor was the black circular room for the newest game in the *Assassin's Creed* series. Fans who waited out the hour-long line were treated to a video featuring Alex Hutchinson, the creator of the game. After introducing the new hero (Connor, a half British, half Native American assassin) and the setting of the preview (Bunker Hill, 1775), Hutchinson elaborated on the upgrades from the previous game. More emphasis has been placed on the on-screen characters; all of the animations have been redone from the earlier games, and *AC3* is now capable of displaying up to 2500 enemies on screen. This is a huge increase from the previous game, which could only render 200 enemies at a time. Since this is *AC3*’s first time dealing with armies, the dev team wanted “epic crowds” to give the player a grand sense of realism, explained Hutchinson. The video also featured new “predator” type moves, where Connor can stalk his targets, and a variety of new items such as the tomahawk. *AC3* also has the new ability to climb trees and cliff faces, an omission from the previous installments in the series.

Kid Icarus / Mario Kart

Nintendo DS | Nintendo | Available now

Nintendo had a number of games for display in their booth, mostly for the 3DS. They had *Kid Icarus: Uprising*, *Mario Kart 7*, and *Spirit Camera: The Cursed Memoir*, among a couple of others. We had a chance to play *Kid Icarus* in a four-player versus battle. While the game looked good and seemed like it would be fun, I struggled with the stylus driven controls. Eight years after the Nintendo DS came out, I still find it clumsy to try to use the stylus with one hand while navigating the D-pad (or in this case, the mini joystick) and holding the system with the other. Given time, however, I think the game would be a fun multiplayer experience. We also had a chance to play *Mario Kart 7* for the handheld system, which definitely retained the *Mario Kart* charm while adding new elements.

Tera

PC | Bluehole Studio | May 1, 2012

Tera touts itself as the “first true action MMORPG, providing all of the depth of an MMO with the intensity and gratification of an action game.” The game was situated in the heart of the exhibit floor, inside of a rather large tree stump with faux stained glass windows. Graphically, the game is beautiful, and also seems to have a solid story behind it. We had a chance to play a cooperative mode with six other players, and were guided very skillfully through the demo by one of the exhibitors. The game flowed smoothly, and my character’s skills and strengths were distinct enough from the other players’ to make me feel useful and involved. The diversity of abilities encouraged the six of us in the demo to work as a team, and it didn’t feel forced.

New plans for Kendall Square presented to public

City to work with committee to implement zoning changes; plans for Central in the works

Kendall, from Page 1

park at the John A. Volpe National Transportation Center, which the city hopes the federal government will sell, lease, or otherwise transfer to the city); transforming the area around the Kendall/MIT subway station into a public plaza; and promoting buildings as mixed-use between residential and commercial/research.

Building shapes

Dixon presents a future Kendall Square where buildings can rise as high as 300 feet, but where the tallest of those buildings (above 250') can only be used for residential housing, and per-floor area is restricted to 10,000 square feet, keeping the tallest buildings narrow.

Shorter buildings will be allowed larger floorplates, with up to 30,000 square feet for 250'-high buildings, and 42,000 square feet for 85'-120' buildings. Shorter buildings can use their full block size. The tall buildings are allowed to go grow wider as they go down.

The committee will also encourage "upper-floor connections" between buildings,

but those connections will be for private use of particular tenants in their buildings, and will not be publicly accessible. They are intended to permit research and business tenants whose space requirements exceed the floorplate limits mentioned above to use connected space in adjacent buildings.

Housing requirements

The committee also intends to address housing, which local residents have felt has been promised by developers, but not actually realized. The proposal will require developers to begin housing development by the time they complete 40 percent of their associated nonresidential space, and to complete the housing construction before they complete 80 percent of the nonresidential space. The committee projects 500-600 additional units of housing, taking the Kendall area to 2,000-2,500 units of housing.

Transportation

Analyzing transportation, the committee noted that Kendall has the smallest bus capacity (768 people/hour) of any nearby transit hub (Lechmere, 1,008; Central, 1,509;

Sullivan, 2,434), suggesting there is room to improve the bus service to Kendall.

With respect to the Red Line, 11 percent of riders who exit at Kendall board at either Charles or Central, one stop away. The committee attributes this to the undesirability of the walk from either of those locations, and hopes to improve the walkability of the area surrounding Kendall. In the immediate vicinity, they will try to increase ground-floor retail; the intentions for the transition area between Central and Kendall are less clear.

After the presentation, attendees broke off into small groups to provide feedback to the committee.

Going forward

In the coming months, the city and its consultants will work with the committee to finalize the proposed zoning changes that will result from this process. At the same time, the city and its consultants are proceeding with a parallel process in Central Square, with a different advisory committee. The Central Square phase of the process is just gearing up and should complete in later summer.



GOODY CLANCY & ASSOCIATES, SLIDE 29

An example upper-floor building connection; such connections are encouraged for tenants needing over 35,000 square feet. They would be set back at least 35' from a street and would be at least 80 percent transparent.



GOODY CLANCY & ASSOCIATES, SLIDE 44

Travel trends in Cambridge. Bicycle use in Cambridge has increased 150 percent from 2002 to 2010.



GOODY CLANCY & ASSOCIATES, SLIDE 28

Permitted building widths (façade lengths) with associated building heights, overlaid over 40 Landsdowne Street, a building with a 27,500 square foot floorplate.

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Coop Student Board of Directors Election Update

The following student Coop members are candidates for the Board of Directors for the 2012-2013 academic year.



MIT Undergraduate Students:

Joshua Dunaway, 2014
Paige Finklestein, 2014
Emma Kane, 2015

MIT Graduate Students:

Ellie Bertani, MBA, Sloan/MPA, HKS, 2013
Samuel Shaner, PhD, 2015

Harvard Undergraduate Students:

Cody Dean, 2014
Hilary Higgins, 2015
Joshua Zhang, 2014

Harvard Graduate Students:

Christina Adams, MBA, 2013
Oliver Hauser, PhD, 2015
Mathew Morgan, MPP, 2013
May Lam, MBA, 2013
Allison Trzop, JD, 2013

**Voting Deadline
is April 26**



Future-oriented president wanted

Students voice desired qualities

Search committee, from Page 1

want more recognition for entrepreneurship as a form of academic achievement.

More of the concerns and student opinions presented revolved around issues unique to the Institute, including student health and wellness, MITx, MIT 2030, and the future of MIT as a global leader. According to the report, students have found that the restructuring of Student Support Services combined with a "common perception of inefficacy and bureaucracy" has decreased the usefulness of the service, and report that MIT Mental Health often takes too long to respond to more immediate requests for help.

In terms of MITx, students "are concerned with preserving the relevance of a physical campus with the increase in online learning initiatives" and emphasize the importance of a residential-based education. In this same vein, students would like to see improvement of MIT's physical campus. The SAC mentioned the lack of public community spaces available for students to host activities and interact with each other. Graduate students in particular are interested in having a separate space "that promotes interaction between graduate students across disciplinary boundaries as well as between students and faculty."

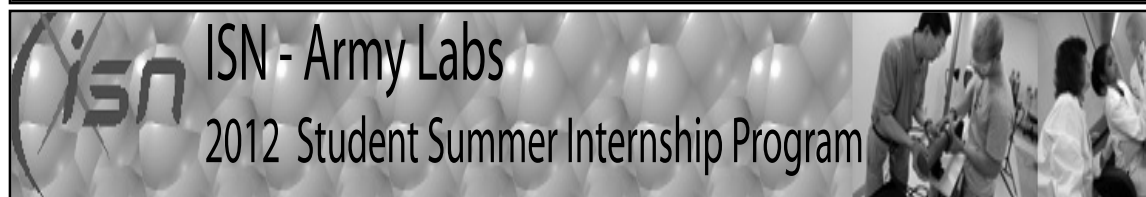
Additionally, the report notes that there is a need for improvement of the "academic infrastructure" around MIT — for example, more places to eat and relax, and the improvement of central com-

munity spaces such as the Student Center. In terms of growth, the report also addressed an interest in expanding internationally, suggesting that MIT could consider developing campuses abroad, partnering with international institutions in dual-degree programs, and creating more study abroad programs.

The last three pages of the report summarize the qualities that MIT students want the most in their president. Personality-wise, students want the president to have every positive trait one can think of, with a focus on "an experienced leader that is personable and understanding." Students believe that the president should have experience with managing a large budget, selecting good administrators, fundraising, research, and international relations. Students prefer a president who has connections, if not professional experience, in government and corporate leadership. Finally, the president has to advocate STEM fields nationally and internationally, be visible and approachable to students, and apply the values of MIT to create a vision for the Institute.

According to Bryson, the SAC is now incorporating student feedback to this report into a final document that will be posted online, and they are using the qualifications outlined by the report to identify potential presidential candidates that they will later bring to the Corporation.

A full text of the report can be found at http://tech.mit.edu/V132/N18/searchcomm/SJTF_Presidential_Report.pdf.



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*The Army Lab provides the intern's salary, which typically ranges from \$2280/month to \$2864/month depending on class year. Under certain circumstances the ISN can provide the intern with a supplement of up to \$1500 to defray costs of local accommodations and travel.

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Orientation will see changes

FSILG recruitment will remain the same this year

Orientation, from Page 1

(FLP). "We want to coordinate with FPOP program coordinators to make sure programs end on Sunday afternoon, so that Sunday evening is free for social activities," said Julie B. Norman, director of the Office of Undergraduate Advising and Academic Programming (UAAP).

Students attending on-campus FPOPs will have to pay \$30 a day if they choose dorm housing during the FPOP period. Students will be charged the fee for at most four days. If students stay on campus for five days during the FPOP period (such as if they attend a five-day FPOP), they will only be charged for four days.

Students arriving before orientation will receive information on MIT's various health and safety resources, such as MIT's dean-on-

call system. "We want to give them enough information to navigate safely in the residential system and community, and what resources are available in emergencies," said Norman. The form in which the information will come has not been determined, but Residential Life will work to systematically ensure that students who arrive early receive the information.

Norman noted that these students should be given information early because they will not meet their housemasters or GRTs until the week of orientation. "Some students, such as those who come from rural communities, may not have a strong knowledge of safety in urban areas," she added.

In addition, Norman noted that some on-campus FPOPs end their planned activities before the evening. To provide students in these

FPOPs an opportunity for activity or interaction at night, Norman hopes to plan organized activities at night for these students.

No change to FSILG Recruitment timing next fall

The RCO concluded in its report that another group be made to assess the timing of FSILG Recruitment. Dean for Student Life Chris Colombo is planning to form another committee consisting of faculty; administrators from the FSILG office; Panhel, IFC, and ILG representatives; and FSILG alumni to examine "the social and financial implications of adjusting the Recruitment period," said Humphreys.

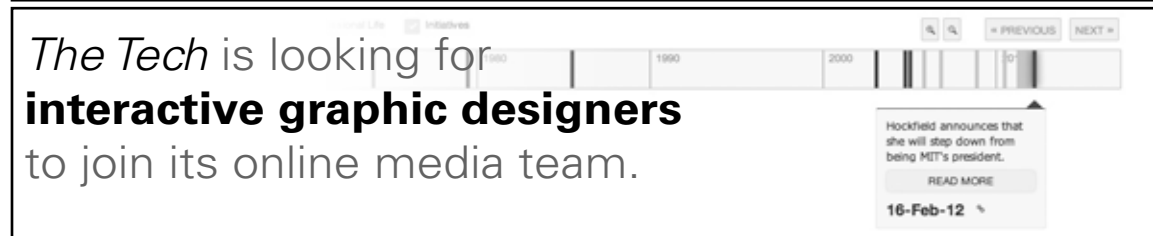
No timing changes will be made to Recruitment for Fall 2012, but recommendations made by the committee should be implemented for the Fall 2013.

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Cycling sweeps competition at the 'Lux et Velocitas' races

Team earns four 'King of the Mountain' jerseys

By **Matthieu Talpe**
TEAM REPRESENTATIVE

On April 7 and 8, MIT's cycling team competed at the "Lux et Velocitas" races hosted by Yale University in New Haven, Conn. The three-race weekend took place in East Rock Park at the foot of the East Rock cliff, New Haven's tallest landscape feature.

Saturday morning's individual time trial (ITT) featured a 4.1-mile, 500-ft climb to the summit of the East Rock. In typical fashion, Points Series leader and team captain Katie J. Quinn G was the fastest female, turning in a ride of 12 min 26.61 sec, nearly 30 seconds ahead of second place. Captain Adam P. Bry G powered his way to third place in the men's A with a time of 11 min 18.77 sec. Another twelve MIT riders finished in the fastest half of their categories.

The afternoon circuit races consisted of a number of laps of a course that included the East Rock climb. In the men's A race, Spencer D. Schaber G broke away from the main pack with three other riders and won the circuit race with a powerful surge in the last hundred meters of the two-hour race. In the women's A, Quinn finished second with teammates Yuri Mastumoto G fourth and Christina M. Birch G sixth.

"King of the Mountain" (KOM) jerseys were awarded to riders with the lowest combined ITT and circuit race times for each category. With consistent top finishes across the board, MIT collected the KOM jerseys in four of the six highest categories: Benoit Landry '14 in the 59-strong men's C field, Shaena R. Berlin '13 in women's B, and Schaber and Quinn taking honors in the most competitive fields — men's and women's A respectively.

The MIT cycling team will look to defend its first place in the team standings and retain the two yellow jerseys.

Sunday's criterium races took place around the East Rock Park on a flat, fast, 5-corner course. The day started with two impressive performances with Ernesto Jimenez '14 sprinting his way to sixth place in men's D2 and Edrie B. Ortega G soloing to second place in the women's intro category. In a spectacular display of teamwork, four MIT riders rode away from the pack in the women's A race,

guaranteeing a sweep of the first four places. Quinn headed the MIT lead-out train to the finish line, towing Laura R. Ralston G, Birch, and Matsumoto, to a 1-2-3 finish. Schaber was once again part of the winning breakaway and finished fourth in the men's A race — thanks in large part to the efforts of the other nine MIT riders blocking at the front of the pack.

As it has become tradition in the past race weekends, the MIT cycling team won convincingly the weekend team omnium ahead of 36 scoring teams and extended its lead in the Eastern Collegiate Cycling Conference team season standings. MIT now has 1381 points to second-place Penn State's 911 and third-place the US Military Academy's 769. Quinn continues to widen her margin as Points Series leader and yellow jersey holder; with three more race weekends in the season, she now has 40 percent more points than second place. The battle for the yellow jersey is more contested on the men's side. Despite suffering two flat tires in the criterium, Bry tallied enough points in the ITT and circuit race to regain the coveted yellow jersey.

The MIT cycling team will look to defend its first place in the team standings and retain the two yellow jerseys when racing resumes on April 14 and 15 at West Point, N.Y.



Spencer D. Schaber G negotiates a turn during the criterium race. Schaber won the Men's A circuit race earlier as part of the MIT cycling team's victory this past weekend at Yale.

Crew helps keep Hsu's mind fresh

Athlete of the Week, from 24

Then we have a Bear whose mind is like a computer and can queue conversations in his mind while he writes code. We have an intimidating ninja on the team who can be the nicest guy at times, and half of our team is Course 16, so I enjoy many physics-related conversations. Just an extremely interesting bunch of guys, you know.

TT: Describe your role at the coxswain position.

CH: If the rowers are the body of the boat, then the coxswain would be the mind and soul. As the voice in the boat, the coxswain not only decides the tempo but also the personality of the boat. The coxswain both motivates and calms the crew, calls both aggressive and tactical moves, and relays visual information of a crew's position in a race. The coxswain diagnoses technical problems in the boat from observations on timing, oar pressure, body movements, wind, and current, making for a rather challenging task. The coxswain does not physically engage in the sport, but with-

out a coxswain a crew of eight is technically blind and psychologically divided. Being able to steer a good course is the most fundamental role of the coxswain, and is something gained through experience. The coxswain has control of the rudder, but also has to account for many other factors to maintain control. The coxswain holds in his hands the safety of a crew, and must be sharp and focused at all times.

TT: How do you find a balance between classes and sports at MIT?

CH: Being on the river, even on the harshest of days, is always a great break from schoolwork for me, so crew and school blend together well. In high school I was on the cross-country team, and training off race seasons helped keep my mind fresh.

TT: What initially got you into Crew?

CH: I was a walk-on to the MIT Crew Team. A teacher in high school told me that I would like coxing, so I decided to try it out, and found that I did indeed enjoy it very much.

TT: Describe your life as a

member of the Crew team?

CH: The Heavyweight Men's Crew team normally practices from 5 to 7 p.m. during the week, and from 8:30 to 10:30 a.m. on Saturdays. We also have two one-hour morning lifts in the varsity weight room. After practice, guys will often go for a meal together, and we have lots of conversation, both crew and non-crew-related. In the spring, we have our racing season, during which we travel almost every weekend to a different race against one or two other crews. The winner claims T-shirts from the defeated. The season culminates at the Eastern Sprints, where schools in the league compete for the championship.

TT: What are your favorite classes and why?

CH: My favorite classes at MIT thus far were 8.022 in Fall 2010 and 5.13 in Fall 2011, because they were the two hardest classes I have taken so far at MIT. In 8.022, I learned how to use multivariable calculus to describe E&M phenomena, and in the large mechanical 5.13, I felt like I was finally learning the "chemistry" of chemical science.

Women's ultimate frisbee team wins over spring break

Team takes advantage their small roster to improve this year's ranking



Kathleen M. Hoza '14, right, skies her defender at Centex in the game against UIUC. The Engineers went on to win seventh in their division.

By **Lisa Liu**
TEAM REPRESENTATIVE

Even though the team is smaller than in previous years, sMITe, MIT's Women's Ultimate team, has set high expectations. The team is anchored by junior standout Michelle A. Rybak, who runs the offense with big huck throws and fast disc movement. Together with veteran players Alisha R. Schor G and Anna Katherine deRegt G, sMITe's captains have driven the team to outperform previous years.

Although the team gained only three rookies while losing six veterans this year, sMITe took advantage of their roster to improve. Spending more of the season teaching new plays and reviewing drills instead of teaching old ones again, the team has surpassed many expectations in skill level and quality of play. Based on sMITe's performance at spring break tournaments, this strategy seems to be working.

For the first weekend of spring break, sMITe traveled to Austin, Texas to play in Centex, the largest Women's Ultimate tournament in the country. Centex hosts some of the best teams in the nation, including defending national champions USCB. After losing close games to UCSD and Rice, who both have the advantage of yearlong outdoor practices, MIT won against Wisconsin-Eau Claire.

However, the weekend wasn't all just playing Ultimate. After playing, sMITe watched other teams in the annual Centex Dance-Off and had a barbecue with the University of Illinois-Urbana Champaign team, a team coached by sMITe alumna and friend to sMITe coach Shuang You. For a touch of irony, MIT's first game on Sunday was against UIUC. MIT won using long huck

throws and impenetrable zone defense. Overall, sMITe placed seventh in division II.

Next, sMITe traveled to the Stonehill tournament, Get Sky-ud. After sluggish play in the first game, with MIT winning 11-8 against New Hampshire, MIT bowled over the competition, winning most games by at least 10 points, including a 15-0 victory over UMass. In the finals, MIT played against Stonehill. MIT was down by four at the half, but they were able to take advantage of gaps in Stonehill's loose zone defense and almost made a comeback, losing 13-15.

Together with veteran players, sMITe's captains have driven the team to outperform previous years.

At the last tournament, Casual Huck, at the University of New Hampshire, MIT dominated the competition, winning all five qualifying games by at least six points. In the finals, MIT faced fellow conference team, Boston University. For the first half, BU and MIT traded points, but MIT was able to make two breaks, eventually winning 10-7.

Despite being one of the smaller teams at Centex and playing the last two tournaments with only 10 women with some injuries, MIT's victories brought its ranking to 59 out of 182 teams in the US and Canada. This weekend, sMITe will travel to Tufts to play in the Boston Metro Conferences, where they will play for a place at the regional competition that will be held later this month.

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ATHLETE OF THE WEEK: CHARLES HSU '14
Hsu does crew, viola, and course 7 research
Heavyweight crew's coxswain balances chamber music, sports, and research



ANTHONY KILBRIDGE

Charles Hsu '14 is coxswain for the MIT men's heavyweight crew team. In addition to crew, Hsu also dabbles in violin-making, works at Weiss Lab, and aspires to become a surgeon.

By Nidharshan Anandasivam
STAFF REPORTER

Charles Hsu '14 is a sophomore in Course 7 (Biology) who is on the MIT Varsity Heavyweight Crew Team. He enjoys creating things and aspires to become a surgeon. Charles was on the 2011 MIT iGEM (International Genetically Engineered Machine competition) team that placed fourth out of over 150 international teams. He is also working on the Solarclave project, which won the 2011 MIT IDEAS and Global Challenge competitions. The Solarclave is a low-cost solar-powered autoclave designed to provide third-world rural clinics with a portable and reliable method of sterilization. He is currently working in the Weiss Lab on genetically engineering autonomously patterning tissues, and has also worked on microfluidics and high-speed photography of cell-printing.

Charles balances his scientific interests with his passion for the viola. Not only does he play his viola for a chamber music group, but pursues the craft of violin making in his spare time.

The Tech sat down with Charles to discuss life as a student-athlete on the MIT Varsity Heavyweight Crew Team.

The Tech: What do you like most about the MIT Crew team?

Charles Hsu: What I like most about the MIT Men's Heavyweight Crew team is that while everyone is driven by the same gritty desire to pull hard and win. Everyone on the team is so enjoyably distinct in their humor, aspirations, and even physical properties. For example, we have one Mr. Jack, for whom the laws of thermodynamics do not apply. Always rowing in just his unsuit, snow or shine, the best we could ever get out of him was, "yeah my hands are a little cold."

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