THE INTERACTIVE EDGE
University of Maryland Landscape Architecture
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Project Statement

“The Interactive Edge” transforms Baltimore’s Inner Harbor into a resilient place that redefines people’s connection with the water, creates habitat for wildlife, and improves water quality. The design team renews three significant sites: Rash Beach, McKeldin Park, and the Jones Falls Wetland Walk. Each provides a unique opportunity for interaction with the water.

Rash Beach allows for open access to the water and recreational water activity. Algal eco-technology surrounds the Science Center and serve as educational and water treatment systems. The technology supports fauna and improves water clarity by providing dissolved oxygen zones and mitigating 93 impervious acres of total nitrogen, 51 acres of total phosphorus, and 5 acres of total suspended solids. Due to vacancy and declining utilization, the team chose to remove a Harbor Place building and create McKeldin Park. Tree canopy creates cooling spaces for visitors and wildlife habitat. A green bulkhead has been incorporated along the entire harbor edge. The bulkhead connects to bicycles on the edge promoting participation in harbor clean-up. 9,027 suspended oyster reefs known as bio-huts provide additional water quality improvement and habitat along the edge. 149 million spat can be reared each year for reef restoration at Fort Carroll and contribute to the Chesapeake Oyster Alliance’s goal of 10 Billion Oysters for the Bay by 2025. The Jones Falls Wetland Walk is where people can literally walk on the channelized stream and below the surface of the rest of the city. Floating wetlands surround the walkway and spill into the Harbor.
JONES FALLS WETLAND WALK