



Commonwealth Games Village, Parkville, Victoria

In 2001, The Village Park Consortium (comprising Australand and Citta Property Group Pty Ltd) appointed Tract as project landscape architects and urban designers for their successful 2006 Commonwealth Games Village tender submission to the Victorian State Government.

During the games, (5th March to 29th March 2006), the 20 hectare site housed around 4,500 athletes and 1,500 team officials while also accommodating a myriad of associated services such as dining, medical, religious, media, and administration.

Post-games, the houses and apartments used during the games are being refurbished and a series of new apartments will be constructed. At completion, the Village will hold approximately 1,000 dwellings, 20% of which will be social housing.

The intent of the Master Plan was to create an environmentally appropriate development comprising indigenous vegetation, bioswales, and open space corridors which visually and physically link the Village with Royal Park while creating an attractive, distinctly Australian setting for games and post-games residents.

Inherent in the design philosophy was a commitment to achieving a Village setting which is sympathetic to the existing site features and local context. Topography, natural and cultural history, and existing vegetation were key design informants.

AILA Award Winner 2003 & 2004