1.0 INTRODUCTION

1.1 Context

The Residential District has been conceived as residential fold back of the vast employment numbers produced by Al Maktoum International Airport and the surrounding aviation and Logistics related operations which are expected to flourish. Its main function is to provide livable communities for middle-income segment of the employees and their families; on the south limit, a staff village will provide accommodation to the workers that are involved in construction of Dubai South.

1.2 Site Context

The Residential District covers an approximate total site area of 760 ha (including the Staff Village.). The city is located to the North East of Dubai South; it is bounded by Al Maktoum International Airport from the South by the Jebel Ali - Al Habab Road from the North and Emirates Road (E611) from the East.

1.3 Development Context

The site lies within Dubai South. As one of the largest new development zones in Dubai, Dubai South is anchored around the new Al Maktoum International Airport and comprise, in addition to the Residential District, a number of significant new city- scale projects:

- Al Maktoum International Airport
- Logistics District
- Aviation District
- Golf District
- Commercial District
- Exhibition District / Expo2020 Venue
- Humanitarian District

Figure 1: The Residential District Location within Dubai South



1.4 The Residential District

It is located to the North East of Dubai South; bounded by Al Maktoum International Airport from the South, by the Jebel Ali - Al Habab road from the North and Emirates Road (E611) from the East. A seventy meter wide main road crossing from East to West with central part of the road is reserved for an elevated light rail train (LRT). This main road with light rail train will be developed as main residential avenue.

The Residential District consists of roughly 760 hectares of land with good quality accommodation for middle-income households, in addition to providing adequate staff accommodation, working for the urban aviation community.