

2032 GAMES

CONSTRUCTION WORKFORCE

With only six years to the 2032 Games, timely delivery of the necessary infrastructure is a central priority for Queensland. An updated Games delivery plan* outlines the proposed venues, athlete villages, and other critical infrastructure for the major event.



Around \$11.2b of construction work for the 2032 Games venues and villages will be delivered between now and 2031-32. Activity begins at modest levels, reflecting early design and planning work, and increases steadily as projects progress into construction (**Figure A**), with peak delivery scheduled in 2030-31.

Consistent with the pipeline, demand is projected to increase from approximately 750 construction workers on average across the first three financial years to around 5,000 on average between 2028-29 to 2030-31, before easing in 2031-32 (**Figure B**). Peak workforce pressure is expected at the height of delivery in 2030-31, with average demand projected to reach nearly 8,000 workers.

Figure A: THE 2032 GAMES PIPELINE, BY SECTOR & FINANCIAL YEAR

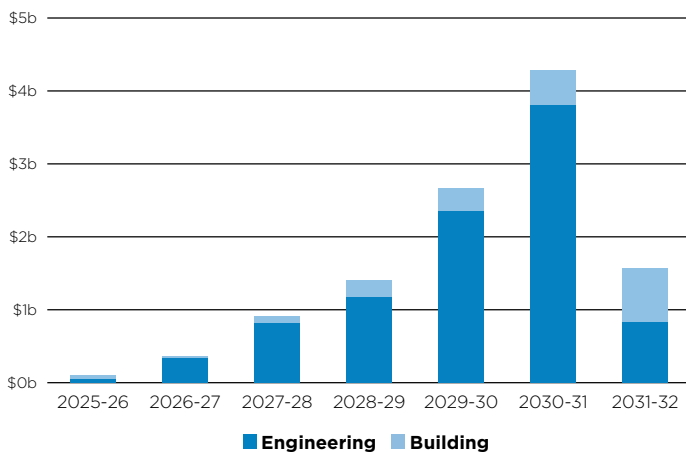
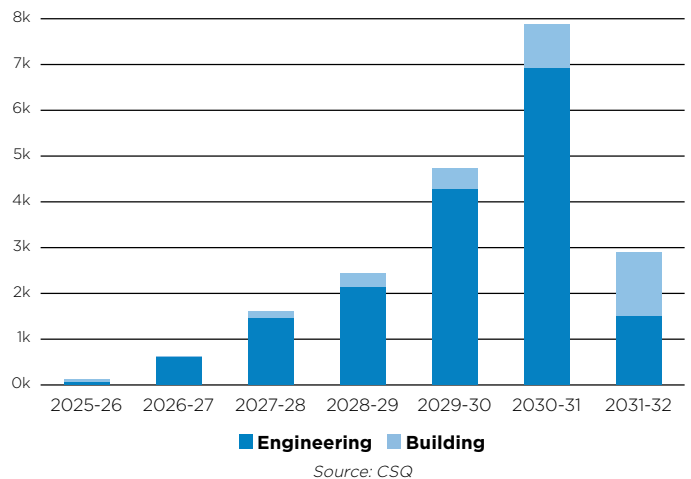


Figure B: THE 2032 GAMES AVERAGE LABOUR DEMAND, BY SECTOR & FINANCIAL YEAR

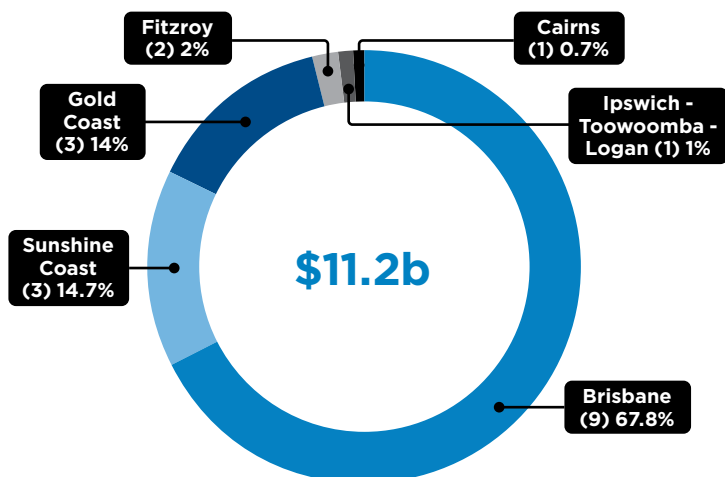


*Delivering 2032 and Beyond: The 2032 Delivery Plan (March 2025), available at www.delivering2032.com.au. Brisbane Stadium image source: www.delivering2032.com.au

The Games pipeline is largely concentrated in South East Queensland (SEQ), with Brisbane holding the largest share, accounting for 68% of the total pipeline value (**Figure C**). The city will host nine projects in total, including large projects such as the Brisbane Stadium and the Victoria Park precinct. The Sunshine Coast and Gold Coast have similar shares of the pipeline, at 14.7% and 14% respectively, each delivering three projects.



Figure C: NUMBER OF 2032 GAMES PROJECTS (19) & DISTRIBUTION OF THE VALUE OF THE PIPELINE (%) BY REGION



Source: CSQ

SEQ will be the hotspot for construction labour demand for the 2032 Games, with Brisbane, Sunshine Coast, and Gold Coast projected to peak concurrently in 2030-31 (**Figure D**).

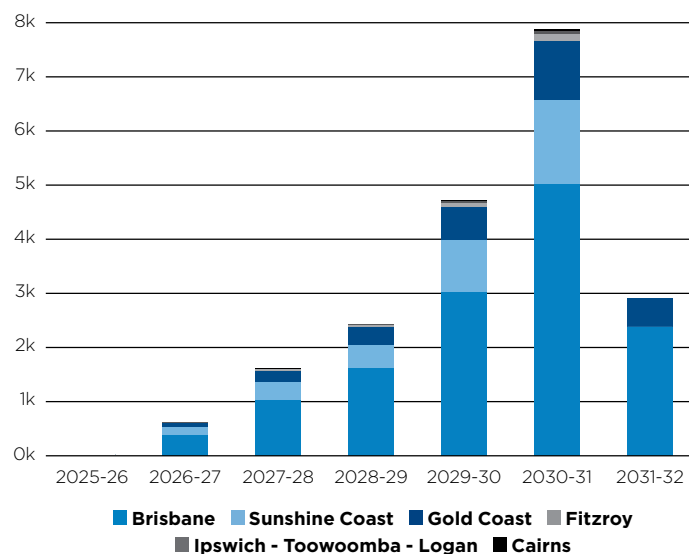
Brisbane drives labour demand throughout the delivery period, with average workforce requirements projected to exceed 1,000 workers from 2027-28, peaking at around 5,000 in 2030-31.

The Sunshine Coast records the next-highest demand, with average labour needs increasing from approximately 150 workers in 2026-27 to a peak of 1,600 in 2030-31.

For the Gold Coast, average labour demand is projected to increase from around 70 in 2026-27 to peak at 1,100 in 2030-31.

The construction pipeline is expected to drive substantial demand across a wide range of occupations. Some of the key roles projected to see high demand include construction and mining labourers, electricians, concreters, bricklayers and stonemasons, plumbers, carpenters and joiners, painting trades workers, and earthmoving plant operators.

Figure D: THE 2032 GAMES AVERAGE LABOUR DEMAND, BY REGION & FINANCIAL YEAR



Source: CSQ



Brisbane Stadium image source: www.delivering2032.com.au

