



Airport Design Challenge

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Airport Design Challenge

Local students compete in an airport design challenge using Minecraft.

Kelvin Lesene, Airport Operations Manager, ILG, wanted to share a note about some local students that participated in a program that focused on all things airports.

The Airport Design Challenge is a seven-week interactive, learning and collaboration opportunity. The FAA Science, Technology, Engineering, and Math (STEM) Aviation and Space Education (AVSED) Program organized and sponsored this event.



S2STEM (www.s2stem.com) is a local STEM Education Center located in nearby Garnet Valley, Pennsylvania. Nine students from S2STEM participated in this challenge and chose ILG to recreate it in Minecraft.

As part of this challenge, students had to complete a virtual learning course which included multiple modules. In addition to recreating the airport as close to reality as possible in Minecraft, students were also challenged to think about the future of airports.

Thank you, Kelvin for helping the students and for sharing your experience with us.