



Asset Manager – Community Updates & New Features

Dr. Sebastian Vock Senior Solution Architect – Opremic







Asset Manager



Centralizes aircraft bidding and purchasing, offering infrastructure for joint asset teardown bids.

Allows for cost-efficient fulfillment of part demands for operational needs by dismantling assets.









Harness the power of Asset Manager

Project owners can accelerate procurement decisions

Run multiple teardown projects efficiently



Leverage market-based valuations for assets



Ensure a transparent bidding process











Harness the power of Asset Manager

Project participants get access to materials via joint sourcing projects

Simple, intuitive bid submission



Automated progress visibility



Effectively compete with larger market players











Asset Manager performance metrics 2024



28 (+10 in 2025)

companies participating as bidders



300+

projects launched and started in Asset Manager

200+ projects completed



1,600+ categories created



280k+ parts offered to bid on



150k+ bids received in total



52% of all parts received bid







Developments since the last user forum



Increase community reach

Expand participant network for better market coverage.

+ 50% in 2025



Integrate SmartDocs

Simplified documentation handling.

Available since February 2025







Developments since the last user forum



Asset Manager V2

Flexible project handling with improved efficiency and simplicity

Released September 2025







KEY NEW FEATURES



Streamlined interface

Robust process ensuring consistency and efficiency

Reduced configuration requirements

KEY NEW FEATURES

SIMPLIFIED PROJECT CREATION



Streamlined interface

Robust process ensuring consistency and efficiency

Reduced configuration requirements



Unlimited sequential bidding phases

Customizable invitations per phase

Adjustable duration for each phase



SIMPLIFIED PROJECT CREATION

FLEXIBLE PROJECT TIMELINE



Streamlined interface

Robust process ensuring consistency and efficiency

Reduced configuration requirements



Unlimited sequential bidding phases

Customizable invitations per phase

Adjustable duration for each phase



No longer a separate, time-consuming phase

Seamless integration into project workflow

Improved handling minimizing manual tasks

KEY NEW FEATURES

SIMPLIFIED PROJECT CREATION

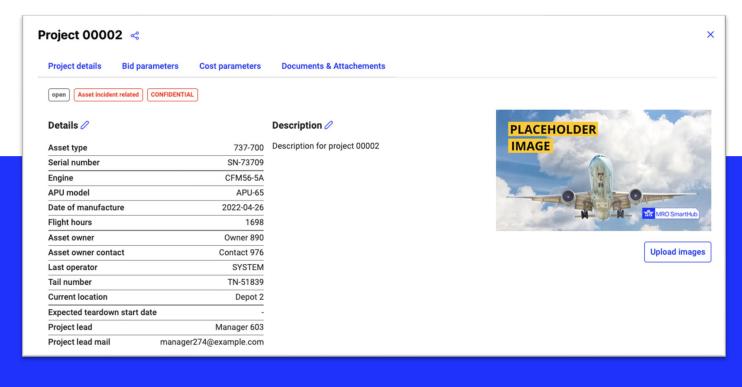
FLEXIBLE PROJECT TIMELINE

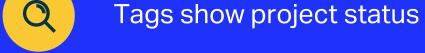
SIMPLIFIED BID AWARDING

Comprehensive UI/UX improvements

Compact project details

Tab structure introduced











Comprehensive UI/UX improvements





Reworked category list



Activity & content tags



Improved navigation flow

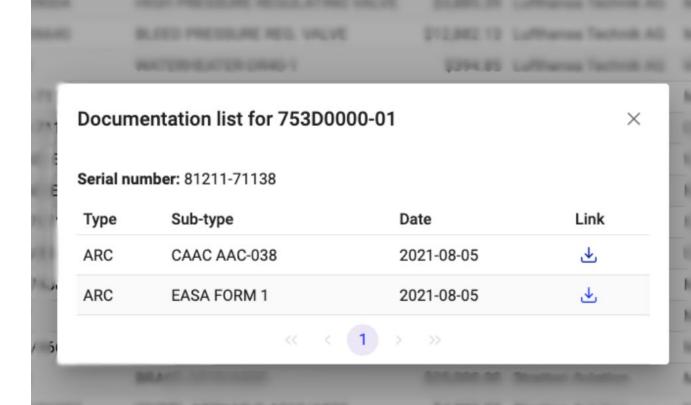






Integration of SmartDocs

Seamless integration of documentation management capabilities directly into Asset Manager





Key integration features



Direct asset access

Access all asset-related documents instantly without leaving your current workflow. No more switching between platforms.



Live interface

Real-time document updates and collaboration tools keep your team synchronized across all asset management activities.



PDF export for authorized users

Generate and download PDF documentation instantly, perfect for asset valuation and compliance documentation.









Development agenda 2026

Dedicated to transforming the aircraft parts market by championing sustainability and leveraging technology for a more circular economy.



Al-powered valuations

Implement machine learning for asset valuation and market prediction.



Project management

Transform into a comprehensive project management tool for handling disassembly projects.



Increased utilization rates

Maximize reuse rates to support sustainability goals and a circular economy.









The Asset Manager centralizes aircraft bidding and purchasing, offering infrastructure for joint asset teardown bids. It allows for collaborative evaluation of assets, parts, and components with internal and external partners.

Sign-up here to join Asset Manager community

https://go.updates.iata.org/asset-manager



