





Introducing COMPAIR



Background

- Air transport is facing many challenges (growing demand, larger airports, increased network congestion, disruptions,...)
- Air Traffic Management is an important player
- The Single European Sky has set ambitious targets for ATM (capacity x3; costs:2)
- However, progress towards targets is perceived as slow
- SESAR WP-E project ACCHANGE: problem of incentives, fragmented market, home-bias
- COMPAIR:
 - would competition be the solution?
 - And if so how do we introduce competition?
 - Research question: how to introduce competitive incentives in ATM?



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4 options which might make sense?



- Regulatory approach/governance
 - Idea of increased involvement of ATM customers ->higher customer focus
- Unbundling of support services (tower control, MET,...)
 - Competition IN the market
- Tendering of En-Route ATM (temporary licenses)
 - Competition FOR the market
- Sector-less ATM
 - Competition between ANSPs (for OD routes/network of airlines)

Satellite technology is making radars largely obsolete. Modern aircraft mean that, as was the case with telephones, the intelligence is rapidly moving from the centre to the edge. Less need for ground-based infrastructure provides the potential for multiple air navigation service providers to compete with each other in the same airspace, as well as across borders.

Competition for the provision of air traffic management services would bring a number of benefits including a more customer-focused service, more efficient air traffic service provision (and therefore lower fares for passengers), innovation and faster adoption of new technologies.

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Compelifion for Air Traffic Management

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Methodology



4-step approach

- 1. Qualitative exploration of alternative options
 - Desk research, literature, feedback ATM experts (survey, AB, interviews)
 - Result: D2.2: Qualitative exploration of alternative options
 - Trade-off between effectiveness and implementation feasibility
 - Unbundling was seen as most promising
 - Tendering possible but political and social barriers
- 2. A first quantitative assessment: economic analysis
 - IO models, game theory, econometric estimations
 - Simple models
- 3. A more comprehensive quantitative assessment
 - Game-theoretic network model
 - Agent-based auctioning model



4. Feasibility?

• Towards implementation



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