DIGILEAF INC.

Leading Excellence Among Fellows

Course Outline

Enterprise Architecture Learning Track

Application of ArchiMate® 2.1 for TOGAF Requirements

(Introductory to Advanced Level Combined)

This course is an integration of foundation to advanced level EA modeling. It covers how to use an enterprise architecture modeling language, ArchiMate® and enables a participant to use appropriate models within TOGAF® ADM. The discussions of the topics of this course are incorporated within TOGAF® 9.1 from conceptual to practical applications. This course includes modeling viewpoints and associated analysis techniques, concepts of requirements management including their relationships to the ArchiMate core concepts. It covers the discussions of a reference method that identifies and structures requirements management activities in relation to the TOGAF ADM phases. It also describes how to apply the concepts for modeling goals, architecture principles, requirements, stakeholders, their concerns, and assessments of these concerns, as well as relationships between these concepts. This course includes the techniques for viewing and analyzing requirements models and tool support for creating and working with these models.

Training Objectives

At the end of the course, the participants will be able to:

1. Create Enterprise Architecture deliverables and artifacts.
2. Use appropriate notations in designing enterprise architecture models within TOGAF® ADM.
3. Model TOGAF ADM outputs using ArchiMate Extensions.
4. Apply techniques in ArchiMate modeling.
5. Present artifacts at each phase of the ADM using ArchiMate viewpoints.

Duration **5** day(s)

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Topics

Day 1-2

I. Introduction to ArchiMate
II. Language Structure
    a) Core Concepts of the ArchiMate Language
        i. Active Structure Element
        ii. Behavioural Element
        iii. Passive Structure Element
        iv. Service
        v. Interface
    b) Collaboration and Interaction
        i. Collaboration
        ii. Interaction
    c) Relationships
    d) Layering
    e) The ArchiMate Framework
III. Business Layer
    a) Structural Concepts
    b) Behavioral Concepts
    c) Informational Concepts
    d) Example
IV. Application Layer
    a) Structural Concepts
    b) Behavioral Concepts
V. Technology Layer
    a) Structural Concepts
    b) Behavioral Concepts
    c) Informational Concepts
    d) Example
VI. Relationships and Cross-Layer Dependencies
    a) Relationships
        i. Structural Relationships
        ii. Dynamic Relationships
        iii. Other Relationships
        iv. Example
    b) Cross-Layer Dependencies
        i. Business-Application Alignment
        ii. Application-Technology Alignment

Topics continuation...

VII. The Motivation Extension
    a) Motivation Extension Concepts
VIII. Introduction to ArchiMate Viewpoints

Day 3-5

I. ArchiMate and Requirements Management
II. Viewpoints and Analysis Techniques
III. Problem Chains (Way of Thinking)
IV. Requirements Engineering
V. Linking Requirements and Architecture
VI. Distinction Between Principles and Requirements
VII. Effect of a Principle on the Design Process
VIII. Motivation and Architecture (Way of Working)
IX. Relation Between Enterprise Architecture and Requirements Management
X. Requirements Engineering Cycle
XI. Application of the Requirements Cycle
XII. Role of RE Cycle in the Phases of TOGAF ADM
XIII. Motivation Concepts (Way of Modeling)
XIV. Modeling the Motivation Aspect
XV. ArchiMate Techniques and Tools
    a) Views and Viewpoints
    b) Techniques for Identifying Completeness of Models
    c) Techniques to Use in Analyzing Consistency of a Requirements Model