

L1 (Foundation) ArchiMate 3.2

Course code: TGF_AM1

A detailed explanation of the international standard for describing architecture. We will teach you how to consistently describe the motivation for change, requirements, business, data, application and technological themes and planning of changes and different states of architecture over time. The course is practically focused, all topics are explained using practical examples from various industries. In addition to the content defined by the owner of the standard, the training also includes many examples from practice of our consultants and trainers. In detail, we will show you how to correctly capture business processes, applications, their services and features, working with information and data, and how to describe the layout of infrastructure. You can try the use of ArchiMate yourself in prepared exercises. The training is the perfect preparation for the ArchiMate 3 Foundation certification exam, which you can take immediately after the end of the course or at any time later.

Requirements

- Basic orientation in the field of architecture
- Basic knowledge of English (in case of certification)

Contents

In addition to the standardized content defined by The Open Group consortium, we have added a number of practical topics that show how to use ArchiMate in real practice:

- Capturing the motivation to implement change, including stakeholders and their interests
- Capturing the link between motivation and the proposed solution, capturing the components used, and the reason for their use
- Recommendations for describing the business environment in the form of processes, functions and services, explanation of the link on BPMN
- Description of the proposed application solutions in appropriate detail and structure suitable for administration Offers
- Design and description of architecture from business to technology step by step with a clear definition of responsibilities of individual domain architects
- Capture of ESB integration components, API gateways, and exhibited services
- Capture of virtualized infrastructure and cloud solutions
- Practical recommendations for diagramming

L1 (Foundation)

- Introduction
- Enterprise Architecture - A Brief Introduction
- Drawing vs. Modeling
- Basic concepts and principles of ArchiMate
- Base and Supplementary Layers
- Link between ArchiMate and TOGAF
- Elements, links
- ArchiMate metamodel
- Detailed explanation of individual elements and links
- Links between elements, how to capture them
- Business Layer
- Business Layer Metamodel
- Active elements (actor, role, cooperation, etc.)
- Behavioural elements (processes, functions, events, etc.)
- Passive elements (product, contract, etc.)
- Application layer

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L1 (Foundation) ArchiMate 3.2

- Application layer metamodel
- Active elements (application component, interface, etc.)
- Behavioural elements (services, functions, interactions, etc.)
- Passive elements (data object)
- Technological layer
- Technology Layer Metamodel
- Active elements (devices, networks, infrastructure interface, etc.)
- Behavioural elements (services, functions)
- Passive elements (artifact)
- Physical elements
- Physical elements (equipment, equipment, distribution route, material)
- Strategic elements
- Strategic elements (direction, capabilities, resources)
- Motivational elements
- Motivational elements (stakeholders, goals, requirements, etc.)
- Binding to ArchiMate base layers
- Implementation and migration elements
- Implementation and migration elements (work package, deliverable, plateau, gap, etc.)
- Link to motivational elements and basic layers of ArchiMate
- Ties
- Structural links and dependencies (composition, aggregation, assignment, implementation, influence and etc.)
- Dynamic links (triggering, flow)
- Other links (specialization, junction)
- Aspects
- The way of working with points of view, their contribution
- Basic aspects (organizational, business process, use of applications, infrastructure, etc.)
- Recommended modeling techniques
- Asking the right questions and capturing them in the form of visualizations
- Working with colors
- Organization of elements and ties
- Pareto Rules App
- Tools for ArchiMate
- Overview and selection of tools
- Examples of the use of ArchiMate in practice

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