

COURSEWARE

ARCHIMATE® 3 FOUNDATION & PRACTITIONER
(LEVEL 1 & 2)

Courseware



ArchiMate® 3 Foundation and Practitioner
(Level 1 & 2) Courseware

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Colophon

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3 day training timetable

Part of day	Day 1	Day 2	Day 3
1	Intro and about the exams	ArchiMate® & EA	Implementation and Migration Layer
	Language Structure	Motivation aspects	Exam Preparation part 1 Question 1 until 20
	Break	Break	Break
	Relationships & Nesting	Strategy Layer	Language specifics - Cross layer dependencies
			- derived relationships
	Lunch	Lunch	Lunch
2	Core Layers & Elements	Practical exercise 2b	- stakeholder, viewpoints and views
	- Business layer		
	- Application layer	Practical exercise 1c	- language customisation
	- Technology layer		
	Break	Break	Break
	- Grouping and composite	Practical Exercise Strategy and Motivation	Exam Preparation part 1 Question 21-40
	Practical exercise 2a	Physical Layer	Exam Preparation Part 2 - 1-8
	Practical exercise 1b		

ArchiMate® 3 Training Course

- Intro and about the exams

Agenda

✓ Intro and about the exams

- ✓ Language Structure
- ✓ Relationships & Nesting
- ✓ Core Layers & Elements
 - Business
 - Grouping and composite
 - Application
 - Technology
- ✓ ArchiMate® & EA
- ✓ Motivation aspects

- ✓ Strategy Layer
- ✓ Practical Exercise Strategy and Motivation
- ✓ Physical Layer
- ✓ Implementation and Migration Layer
- ✓ Language specifics
 - Cross layer dependencies
 - derived relationships
 - stakeholder, viewpoints and views
 - language customisation



ArchiMate® Foundation & Practitioner (Level 1 & 2)

Chapter 1

ArchiMate® 3 Training Course - Intro

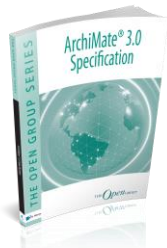


Here is the link from the slide to the theory in the book, with the number of the chapter or the paragraph (Par.) and possibly the name of the subtitle in the book

About the Courseware

Accredited Training Course

ArchiMate 3.0 Publications:



ArchiMate 3.0 specification
 Van Haren Publishing B.V. | 1e druk, 2016
 EAN: 9789401800471

ArchiMate® 3.0 - A Pocket Guide
 Van Haren Publishing B.V. | 1e druk, 2016
 EAN: 9789401800488



Free ArchiMate®
 Whitepapers at
Vanharen.net/Blog

ArchiMate® Foundation & Practitioner (Level 1 & 2)

ArchiMate® 3.0 course content

- ✓ Intro & Language Structure
- ✓ Relationships
- ✓ CORE – BAT Layers
- ✓ Motivation Layer
- ✓ Strategy
- ✓ Physical Layer
- ✓ Implementation & Migration Layer
- ✓ Language Specifics

- ✓ Practical modelling exercises
- ✓ Discuss Modelling Questions



WHAT IS MISSING?
I.e. YOUR GOALS...

About Me, About You

- Name
- Background
- Architectural & Modeling experience
- Course objectives / expectations



ArchiMate® Foundation & Practitioner (Level 1 & 2)

ArchiMate® 3 Training Course

- About ArchiMate Exams



Getting Practitioner Status, HOW?

- How - by doing TWO exams
 1. **Foundation** Part 1 - exam
 2. **Practitioner** Part 2 - exam

ArchiMate® Foundation & Practitioner (Level 1 & 2)

Exams Foundation and Practitioner details

Foundation – Part 1

Multiple Choice Questions
40 Questions / 60 minutes
Pass score 60% (24 out of 40)
Closed Book

Note: English as second language 90 minutes

Practitioner – Part 2

Scenario-based Multiple Choice
8 Questions / 90 minutes
Pass guide 65% (26 out of 40 points)
Open Book Archimate 3.0 PDF

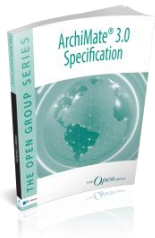
Correct answer : 5 points
Second best answer: 3 points
Third best answer: 1 point
Distractor: 0 point

Note: English as second language 120 minutes

Throughout this training you will practice with exam questions
Both exams are required to become officially Archimate 3.0 Practitioner


Chapter 3

Archimate® 3 Training Course
- Language Structure
Structure, like a natural language



Archimate® Foundation & Practitioner (Level 1 & 2)

Agenda

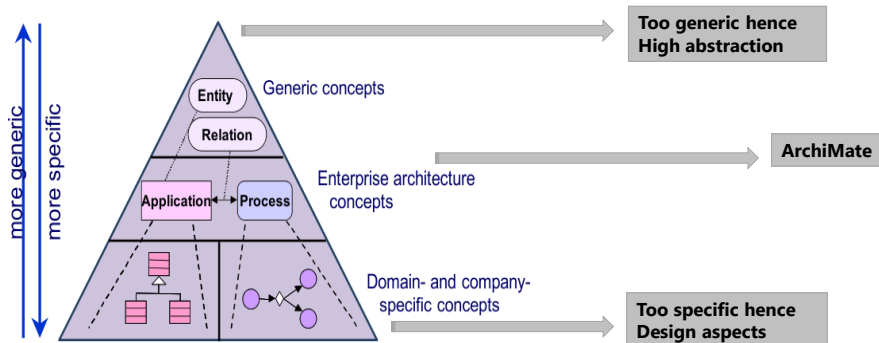
- ✓ Intro and about the exams
 - ✓ **Language Structure**
 - ✓ Relationships & Nesting
 - ✓ Core Layers & Elements
 - Business
 - Grouping and composite
 - Application
 - Technology
 - ✓ ArchiMate® & EA
 - ✓ Motivation
- 
- ✓ Strategy Layer
 - ✓ Practical Exercise Strategy and Motivation
 - ✓ Physical Layer
 - ✓ Implementation and Migration Layer
 - ✓ Language specifics
 - Cross layer dependencies
 - derived relationships
 - stakeholder, viewpoints and views
 - language customisation

Design Concepts

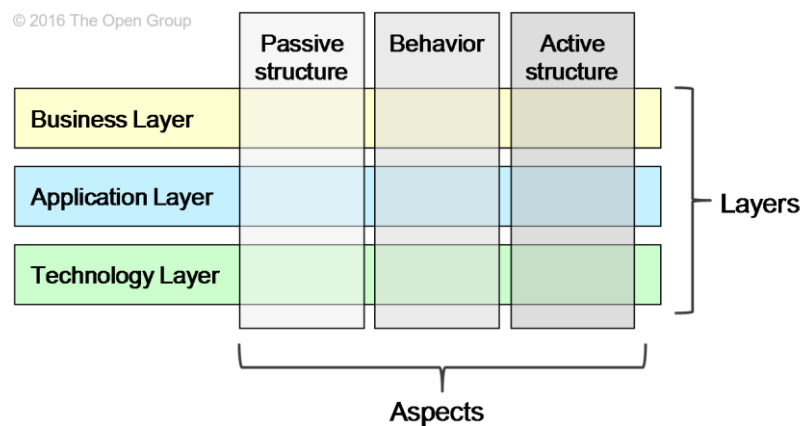
- ArchiMate language
 - is a architecture modeling language (AML)
 - design started from a set of relatively generic concepts
 - specialized towards different architectural layers
- Designed explicitly to be as small as possible
 - usable for most enterprise architecture modeling needs
 - simple but comprehensive
- ArchiMate is limited to the concepts sufficient for modeling 80% of practical cases.

ArchiMate® Foundation & Practitioner (Level 1 & 2)

Describing Architectures at Different Levels

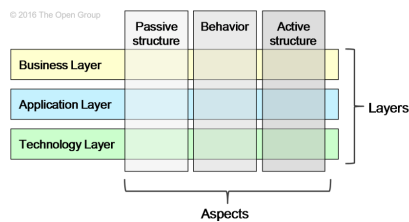


Core Framework - Layers and aspects



ArchiMate® Foundation & Practitioner (Level 1 & 2)

Core Framework - Layers Detailed



1. **Business Layer** depicts business services offered to customers. These services are realized in the organization by business processes and are performed by business actors.
2. **Application Layer** depicts application services that support the business. These services are realized by application components.
3. **Technology Layer** depicts technology services serving the applications. These services (*like processing, storage, and communication services*) are realized by computer and communication hardware and system. Physical elements are added for modeling physical equipment, materials, and distribution networks to this layer.

Understanding the element aspect types

ArchiMate is inspired by Natural language.

What is the active structure, behavioral and passive structure aspect?

- A cook is cooking the food
- The Mechanic is welding the car

Cook/Mechanic

- Active structure element capable of performing behavior, displays behavior - *subject*

Cooking/Welding

- Behavioral element is an unit of activity performed by active structure element(s) – (typically a *verb*)

Food/Car

- Passive structure element on which behavior is performed – *object (information, data or physical)*

Understanding the element aspect types

What is the active structure, behavioral and passive structure aspect?

- A customer representative uses customer complaint process for registration in a customer report.

customer representative

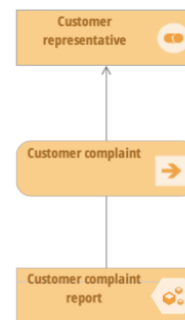
- Active structure element capable of performing behavior, displays behavior - *subject*

customer complaint handling

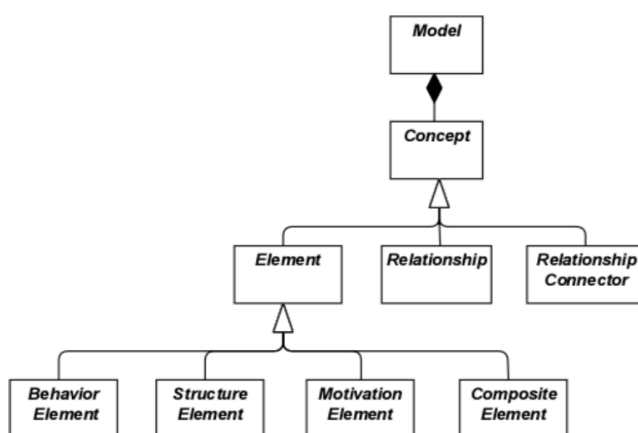
- Behavioral element is an unit of activity performed by active structure element(s) - (typically *verb*)

customer report

- Passive structure element on which behavior is performed - *object* (information, data or physical)

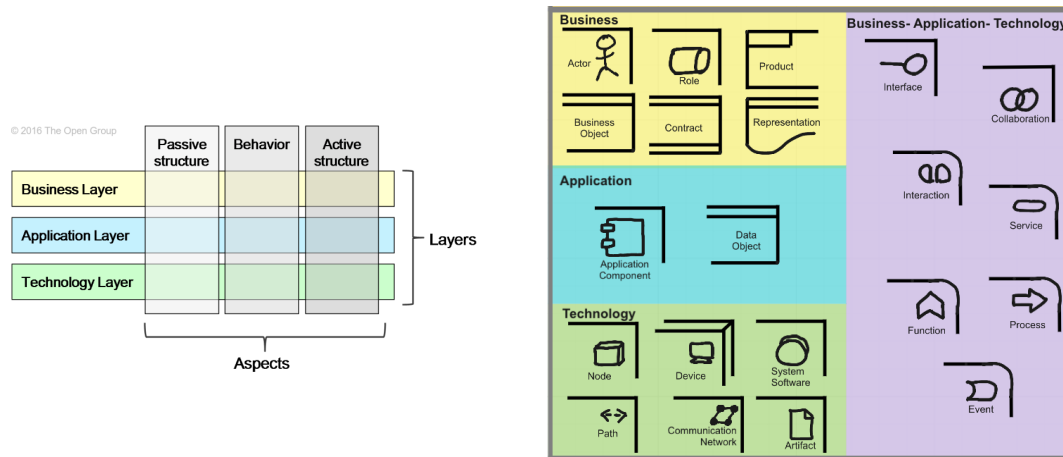


Top Level language structure

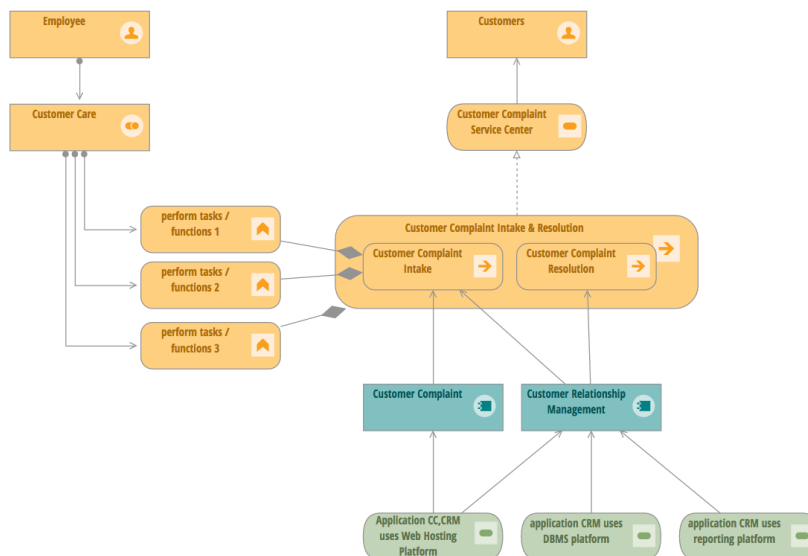


- A model is a collection of *concepts*. A concept is either an *element* or a *relationship*.
- An element is either a behavior element, a structure element, a motivation element, or a composite element.

All elements in the Core Framework



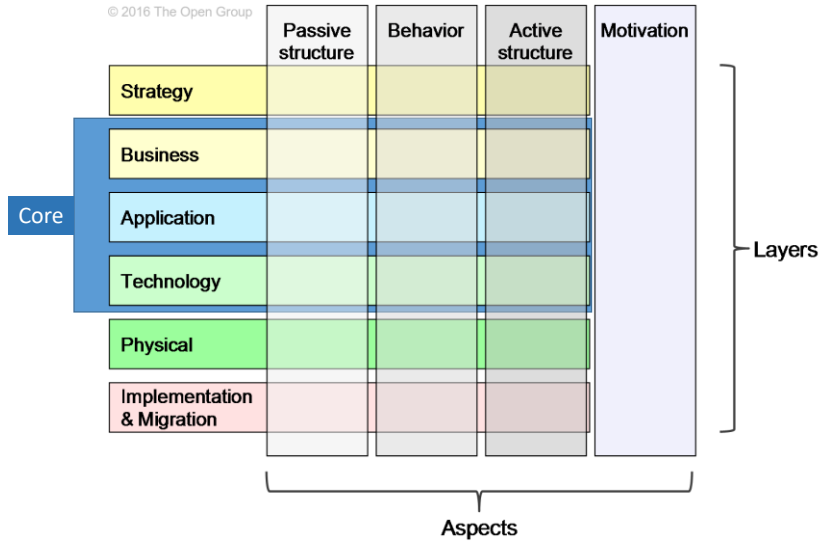
Example Archimate Model – Core Layers



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Full Framework - Layers and aspects

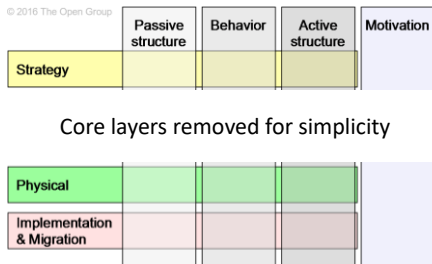
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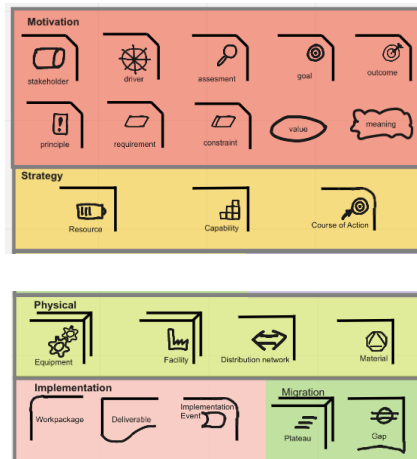
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Core layers removed for simplicity



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Typical Abstractions in the ArchiMate language

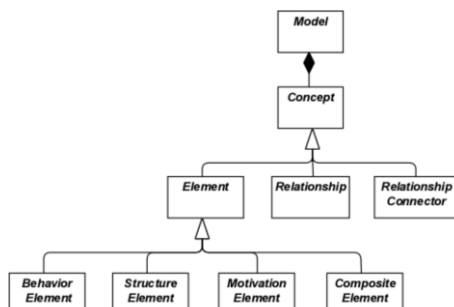
ArchiMate language accommodates several familiar forms of abstraction and refinement.

- **External (black-box)** – What the system has to do for the environment
- **Internal (white-box)** – How it does this
- **Behavior** – Functions / Processes
- **Active structure** – Actors / Application Components / Infrastructure
- **Conceptual** – represents information the business finds relevant
- **Logical** – manipulation by information systems. (application component/ function)
- **Physical** – business objects / data objects / artifacts

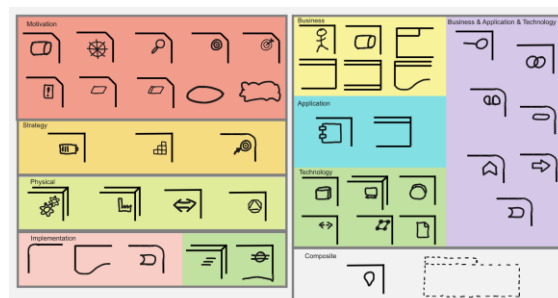
Concepts and their Notation

- The ArchiMate language separates concepts from their notation.
- Concepts like metamodels are separated from the Notation.
- The standard notation for most elements consists of a box with an icon in the upper-right corner

Top Level concepts



Notation – Standard iconography



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