



MINISTERSTVO

INVESTÍCIÍ, REGIONÁLNEHO ROZVOJA
A INFORMATIZÁCIE
SLOVENSKEJ REPUBLIKY

Modelovací jazyk ArchiMate

školenie



MOTIVAČNÝ ASPEKT

Motivačné elementy

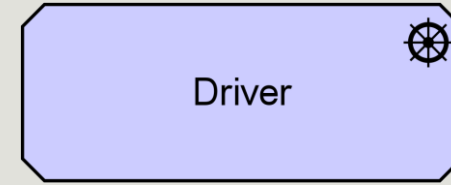
Používajú sa pre modelovanie motivácie a dôvodov, ktoré vedú návrh zmien v organizácii.

Stakeholder



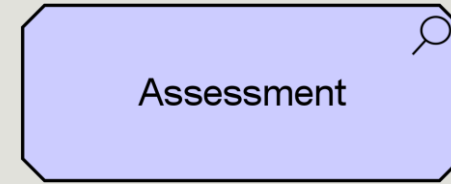
A stakeholder is the role of an individual, team, or organization (or classes thereof) that represents their interests in the outcome of the architecture.

Driver



A driver represents an external or internal condition that motivates an organization to define its goals and implement the changes necessary to achieve them

- Internal drivers are associated with a stakeholder and are often called ‘concerns’, for example Customer satisfaction and Profitability
- External drivers are for example economic changes or changing legislation

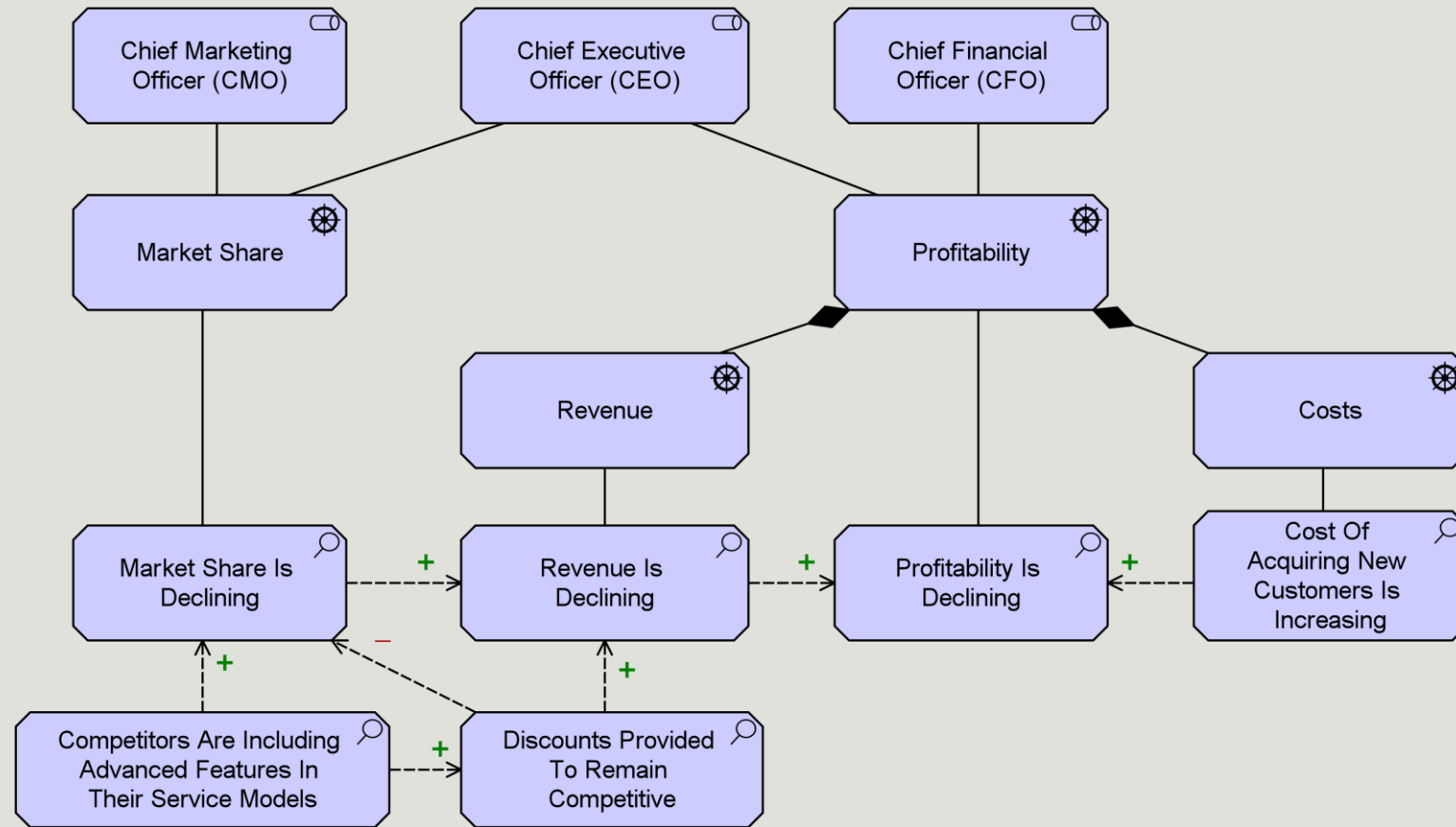


Assessment

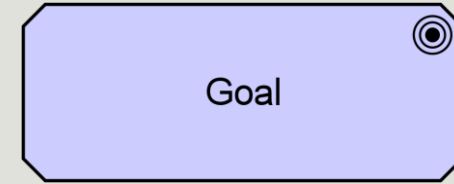
An assessment represents the result of an analysis of the state of affairs of the enterprise with respect to some driver

An assessment may reveal strengths, weaknesses, opportunities, or threats for some area of interest

Príklad



Goal

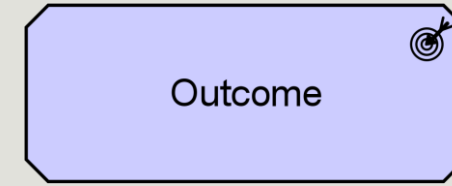


A goal represents a high-level statement of intent, direction, or desired end state for an organization and its stakeholders

A goal can be composed of several sub-goals

Goals are generally expressed using qualitative words; e.g., “increase”, “improve”, or “easier”. However, it is also very common to associate concrete objectives

Outcome

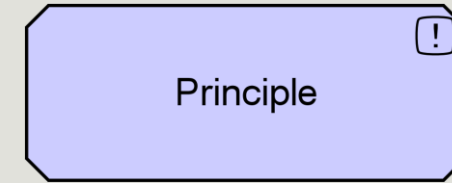


An outcome represents an end result that has been achieved

High-level, business-oriented results produced by capabilities of an organization

Outcome names should unambiguously identify end results that have been achieved in order to avoid confusion with actions or goals

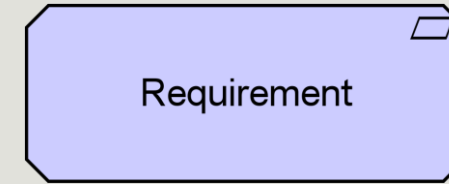
Principle



A principle represents a qualitative statement of intent that should be met by the architecture

A principle defines a general property that applies to any system in a certain context, and is therefore broader in scope and more abstract than a requirement

A principle is motivated by some goal or driver

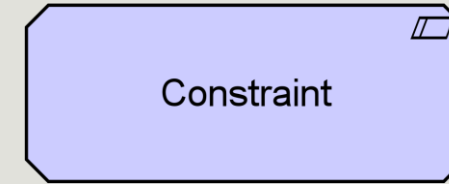


Requirement

A requirement represents a statement of need that must be met by the architecture.

The term “system” is used in its general meaning; i.e., as a group of (functionally) related elements, where each element may be considered as a system again

Requirements model the properties of these elements that are needed to achieve the “ends” that are modeled by the goals



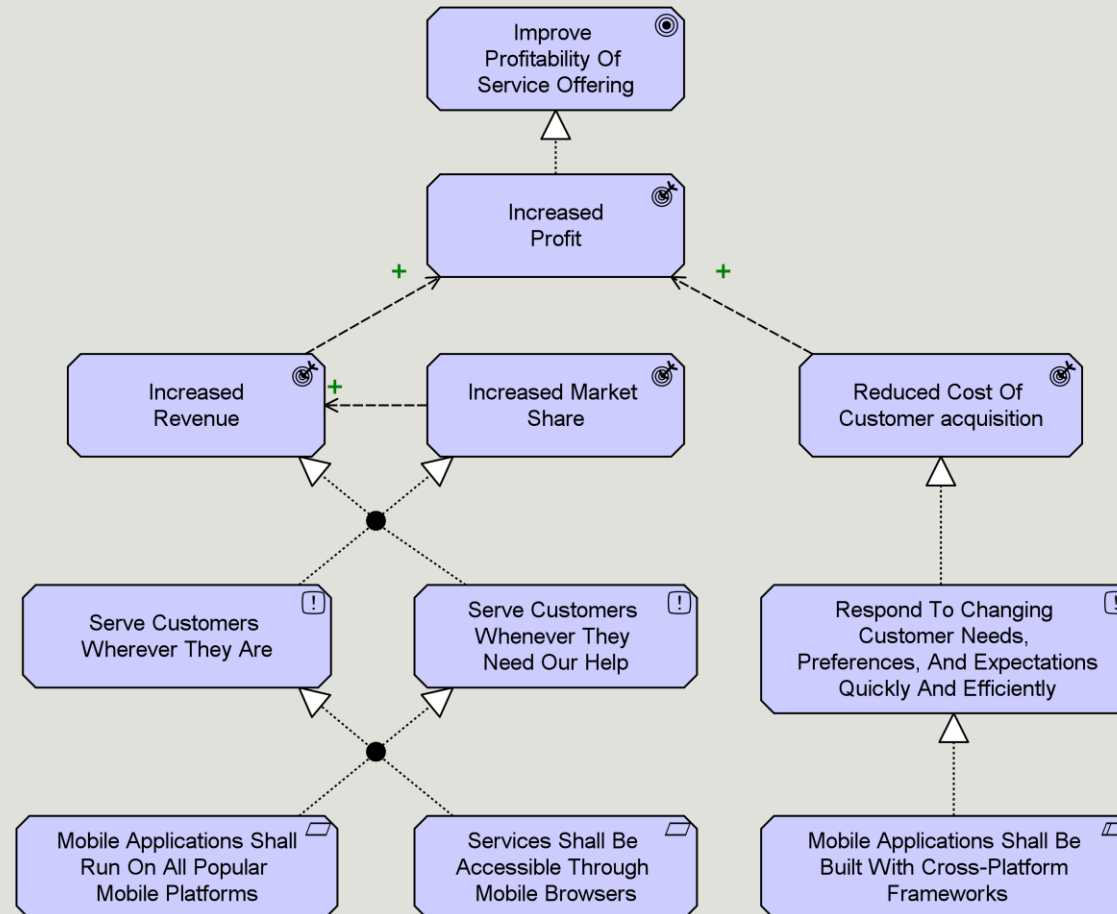
Constraint

A constraint represents a factor that prevents or obstructs the realization of goals.

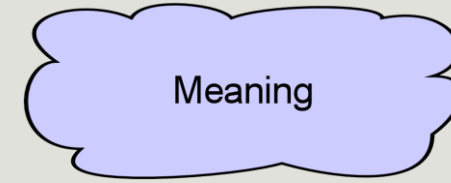
A constraint does not prescribe some intended functionality of the system to be realized, but imposes a restriction on the way it operates or may be realized:

- a restriction on the implementation of the system (e.g. specific technology that is to be used)
- a restriction on the implementation process (e.g. time and budget constraints)
- a restriction on the functioning of the system (e.g. legal constraints)

Príklad



Meaning

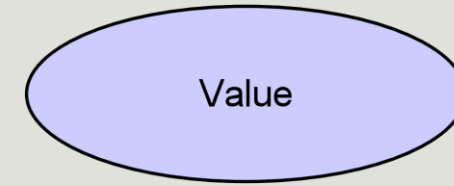


Meaning represents the knowledge or expertise present in, or the interpretation given to, a core element in a particular context

It represents the interpretation of an element of the architecture

Often used to describe the meaning of passive structure elements, (for example, a document, message)

Value

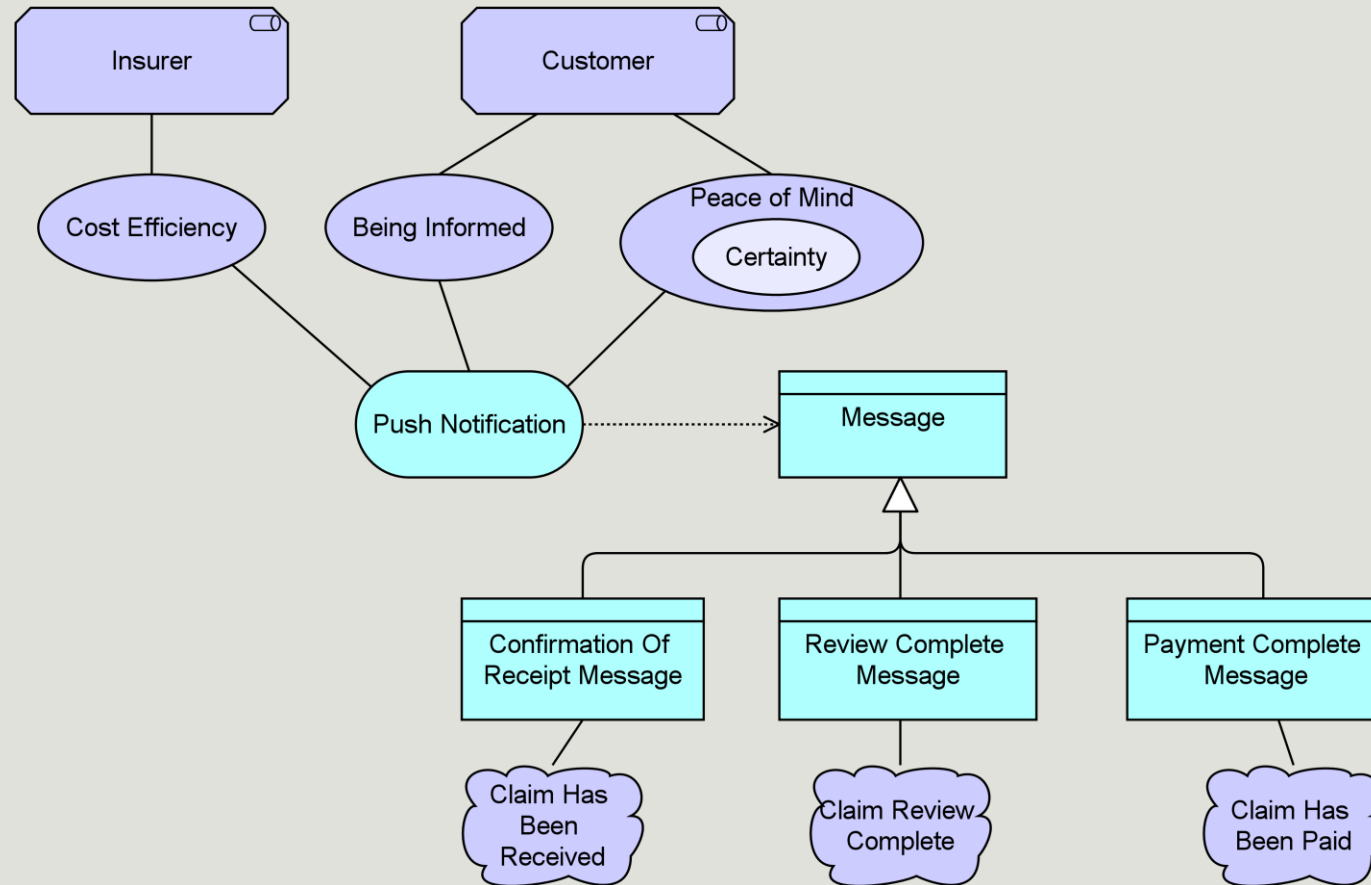


Value represents the relative worth, utility, or importance of a core element or an outcome

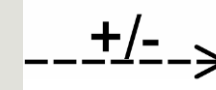
Value may apply to what a party gets by selling or making available some product or service, or it may apply to what a party gets by buying or obtaining access to it

A value can be associated with all core elements of an architecture as well as with outcomes

Príklad

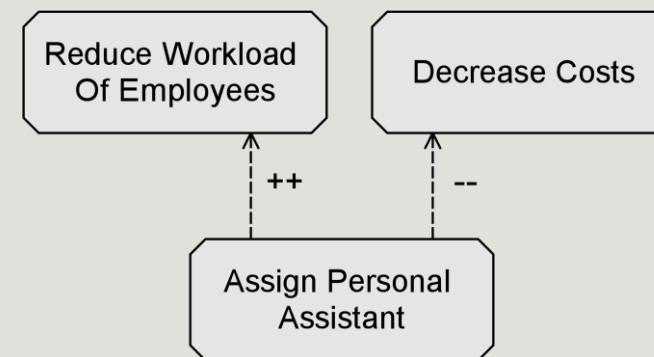


Ovplyvnenie - Influence

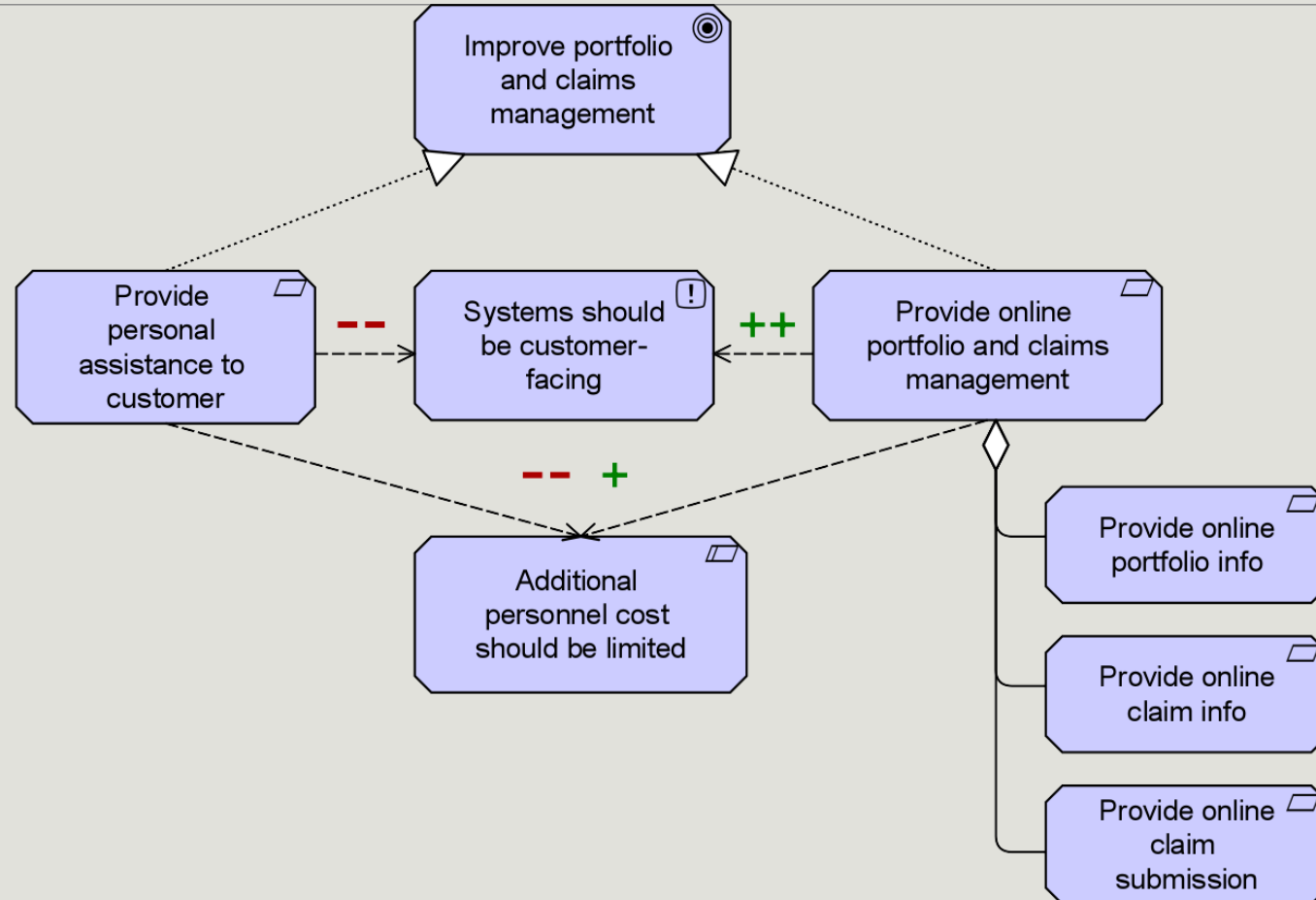


The influence relationship models that an element affects the implementation or achievement of some motivation element

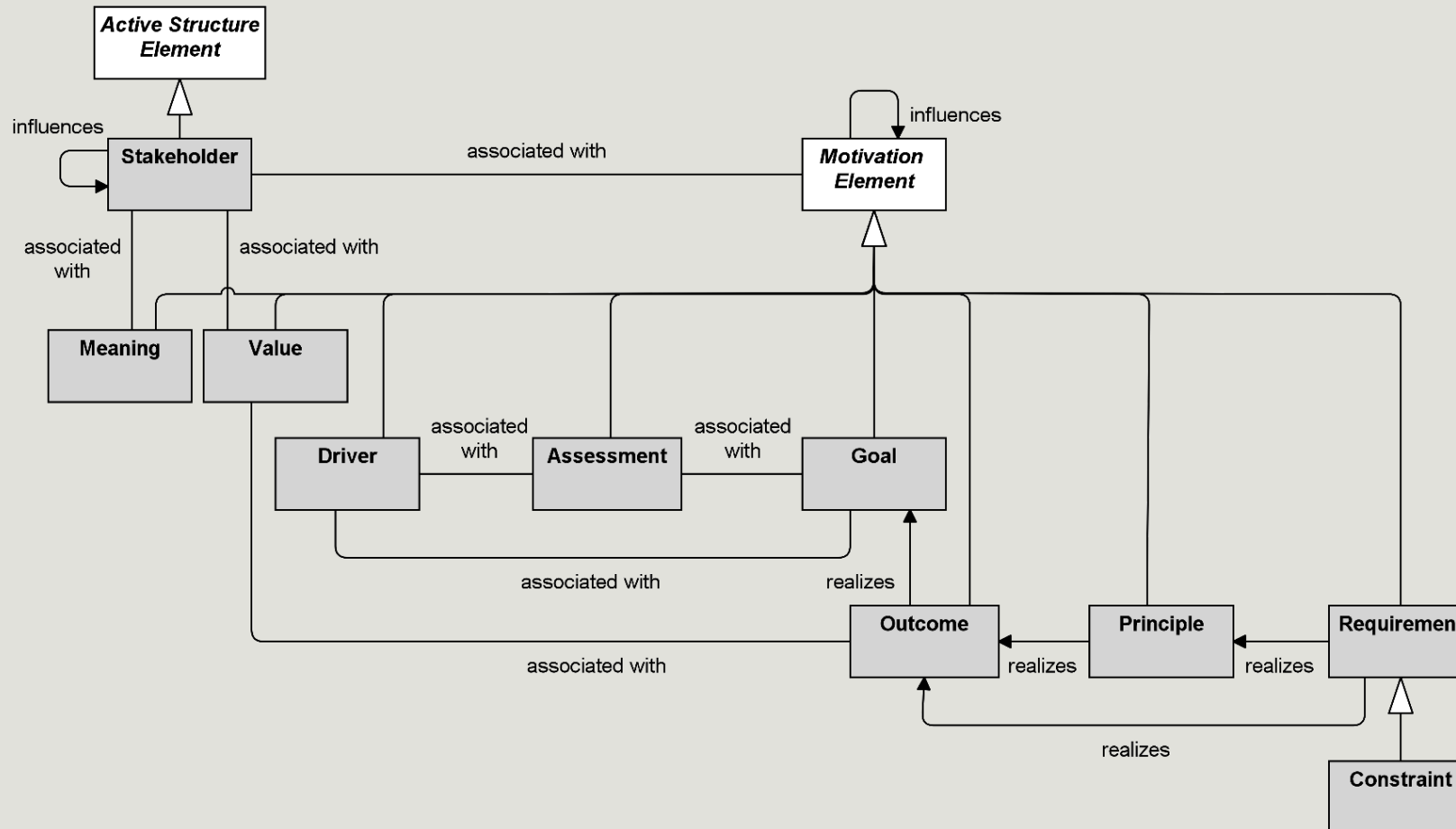
- Vertical: An ArchiMate core element influences a motivation element
- Horizontal: A motivation element influences another motivation element
- Attributes can be used to indicate the sign and/or strength of the influence



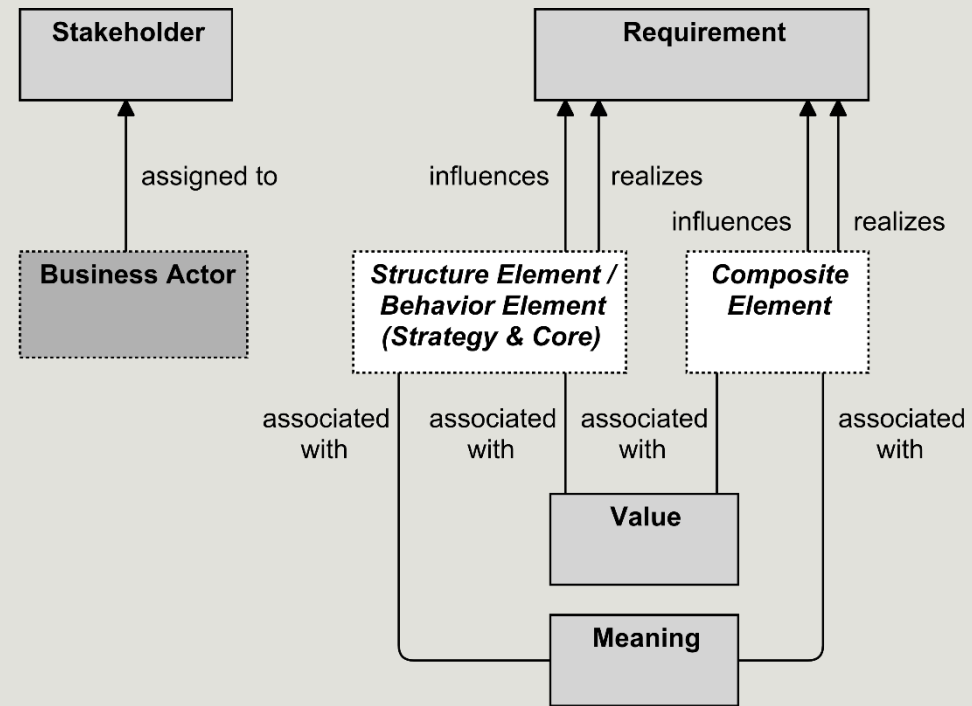
Príklad



Metamodel motivačního aspektu



Vztáh s elementami jadra



Cvičenie

Cvičenie 1.5