ArchiMate® 3.2 Modeling Language | Overview

ACROSS/AHEAD

Strategy

Behavior

Course of Action — An approach or plan for configuring some capabilities and resources of the enterprise, undertaken to achieve a goal

Value Stream — A sequence of activities that create an overall result for a customer, stakeholder, or end user

Capability — An ability that an active structure element, such as an organization, person, or system, possesses

Structure

Resource — An asset owned or controlled by an individual or organization

Business

Active Structure

Business Actor — A business entity that is capable of performing behavior

Business Role — The responsibility for performing specific behavior, to which an actor can be assigned, or the part an actor plays in a particular action or event

Business Collaboration — An aggregate of two or more business internal active structure elements that work together to perform collective behavior

Business Interface — A point of access where business services are made available to the environment

Behavior

Business Function — A collection of business behavior based on a chosen set of criteria such as required business resources and / or competencies, and is managed or performed as a whole

Business Process — A sequence of business behaviors that achieves a specific result such as a defined set of products or business services

Business Interaction — A unit of collective business behavior performed by (a collaboration of) two or more business actors, business roles, or business collaborations

Business Event — A business-related state change

Business Service — Explicitly defined behavior that a business role, business actor, or business collaboration exposes to its environment

Passive Structure

Business Object — A concept used within a particular business domain

Contract — A formal or informal specification of an agreement between a provider and a consumer that specifies the rights and obligations associated with a product and establishes functional and non-functional parameters for interaction

Representation — A perceptible form of the information carried by a business object

Product — A coherent collection of services and / or passive structure elements, accompanied by a contract, which is offered as a whole to (internal or external) customers

Composite

Application

Active Structure

Application Component — An encapsulation of application functionality aligned to implementation structure, which is modular and replaceable

Application Collaboration — An aggregate of two or more application internal active structure elements, that work together to perform collective application behavior

Application Interface — A point of access where application services are made available to a user, another application component, or a node

Behavior

Application Function — Automated behavior that can be performed by an application component

Application Process — A sequence of application behaviors that achieves a specific result

Application Interaction — A unit of collective application behavior performed by (a collaboration of) two or more application components

Application Event — An application state change

Application Service — An explicitly defined exposed application behavior

Passive Structure

Data Object — Data structured for automated processing

Technology

Active Structure

Node — A computational or physical resource that hosts, manipulates, or interacts with other computational or physical resources

Device — A physical IT resource upon which system software and artifacts may be stored or deployed for execution

System Software — Software that provides or contributes to an environment for storing, executing, and using software or data deployed within it

Technology Collaboration — An aggregate of two or more technology internal active structure elements that work together to perform collective technology behavior

Technology Interface — A point of access where technology services offered by a technology internal active structure element can be accessed

Path — A link between two or more technology internal active structure elements, through which these elements can exchange data, energy, or material

Communication Network — A set of structures that connects devices or system software for transmission, routing, and reception of data

Behavior

Technology Function — A collection of technology behavior that can be performed by a technology internal active structure element

Technology Process — A sequence of technology behaviors that achieves a specific result

Technology Interaction — A unit of collective technology behavior performed by (a collaboration of) two or more technology internal active structure elements

Technology Event — A technology state change

Technology Service — An explicitly defined exposed technology behavior

Passive Structure

Artifact — A piece of data that is used or produced in a software development process, or by deployment and operation of an IT system

Physical

Equipment — One or more physical machines, tools, or instruments that can create, use, store, move, or transform materials

Facility — A physical structure or environment

Distribution Network — A physical network used to transport materials or energy

Material — Tangible physical matter or energy

Implementation & Migration

Work Package — A series of actions identified and designed to achieve specific results within specified time and resource constraints

Implementation Event — A state change related to implementation or migration

Deliverable — A precisely defined result of a work package

Gap — A statement of difference between two plateaus

Plateau — A relatively stable state of the architecture that exists during a limited period of time

Behavior · *Passive Structure* · *Composite*

Motivation

Stakeholder — The role of an individual, team, or organization (or classes thereof) that represents their interests in the effects of the architecture

Driver — An external or internal condition that motivates an organization to define its goals and implement the changes necessary to achieve them

Assessment — The result of an analysis of the state of affairs of the enterprise with respect to some driver

Goal — A high-level statement of intent, direction, or desired end state for an organization and its stakeholders

Outcome — An end result, effect, or consequence of a certain state of affairs

Principle — A statement of intent defining a general property that applies to any system in a certain context in the architecture

Requirement — A statement of need defining a property that applies to a specific system as described by the architecture

Constraint — A limitation on aspects of the architecture, its implementation process, or its realization

Meaning — The knowledge or expertise present in, or the interpretation given to, a concept in a particular context

Value — The relative worth, utility, or importance of a concept

Relationships

Composition — Represents that an element consists of one or more other concepts

Aggregation — Represents that an element combines one or more other concepts

Assignment — Represents the allocation of responsibility, performance of behavior, storage, or execution

Realization — Represents that an element plays a critical role in the creation, achievement, sustenance, or operation of a more abstract element

Serving — Represents that an element provides its functionality to another element

Access — Represents the ability of behavior and active structure elements to observe or act upon passive structure elements

Influence — +/- — Represents that an element affects the implementation or achievement of some motivation element

Association — Represents an unspecified relationship, or one that is not represented by another ArchiMate relationship

Triggering — Represents a temporal or causal relationship between elements

Flow — Represents transfer from one element to another

Specialization — Represents that an element is a particular kind of another element

Junction — And / Or — Used to connect relationships of the same type

Composite

Grouping — Aggregates or composes concepts that belong together based on some common characteristic

Location — A conceptual or physical place or position where concepts are located (e.g., structure elements) or performed (e.g., behavior elements)