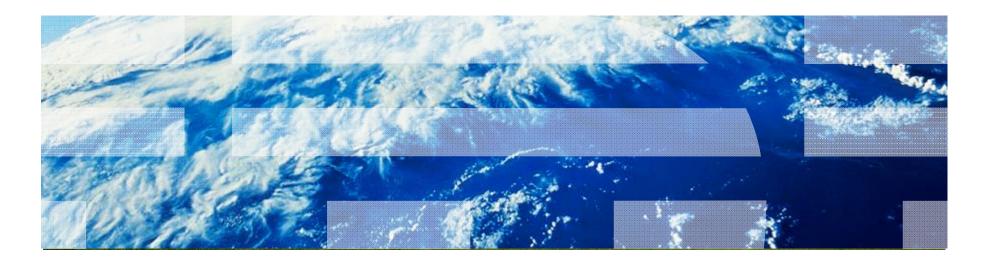


Enterprise IT Architectures **Role Play**







YOUR New Job: IT Architect

Part 1: Technology Update – Visiting a Vendor's Conference – Hans-Peter Hoidn is your "Technology Advisor"

- Business Process Management (BPM)
 - Modeling processes such that they can be automated
- Service Oriented Architecture (SOA)
 - Services are providing business functionality to the users
 - Connectivity through Middleware
 - Enterprise Service Bus (ESB)
- And some more Marketing Messages
 - Portlets and widgets
 - Agile development



Part 2: Learning the Architecture Methodology – Marcel Schlatter is your "Teacher"

- What is Architecture
- Key aspects of Architect's Work
- How to handle Requirements (Qualities and Constraints)
- What are the main "Work Products"
- Working through a "Case Study"





Part 3: Applying the Architecture Methodology – Kai Schwidder is your "Mentor"

- You will be the Architect for a new solution, which is the problem to be solved in the term paper (Semesterarbeit)
- Handling the functional and non-functional requirements
- Modeling the solution, investigating boundary conditions and risks
- Working out the proposal (team work) and presenting the work to the "customer" (on December 2)



Part 4: Beyond Solution Architecture – Hans-Peter Hoidn is your "Manager"

- Enterprise Architecture overseeing multiple solutions addressing the IT environment of the enterprise
- Architecture Management / Governance
 - Committees
 - Policies, Processes





Questions

