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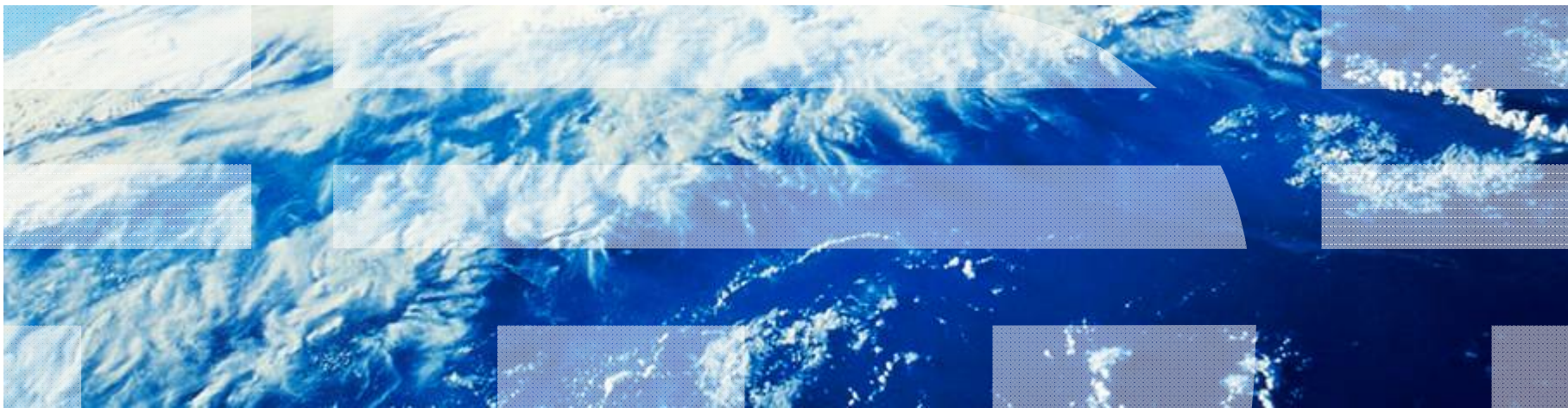


University of Zurich



# *Enterprise IT Architectures*

## Role Play





## **YOUR New Job: IT Architect**



## Overview

- **You are now THE architect for a new project – the course is a pre-run of an architect’s work**
- **Beginning will be some “marketing” about new technology approaches**
- **The you will have “education” on the methodology**
- **Then you will get to work with a real project using the methodology in a mentored environment**
- **You will present your results and provide the “term paper” (the presentation) to your “customer”**



## 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 additional topics**



## 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 and presented – 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 November 30)**



## 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

