



Process Principles & Rules

1. Startup & Initiation of EA

- An architect always should try to become the director of the thought and envisioning process.
- Always define a clear context, scope and domain that could be placed under working with architecture (i.e. total concepts).
- An architecture design assignment always benefits from using the strategy map and the business model as context.

2. Implementation of EA

- Always run processes informally after initial implementation, before formalizing them as reinforced concrete.
- Be aware of the maturity level you are now and make that explicit. Do not loose contact with your environment because of improving too fast.

3. Development of EA

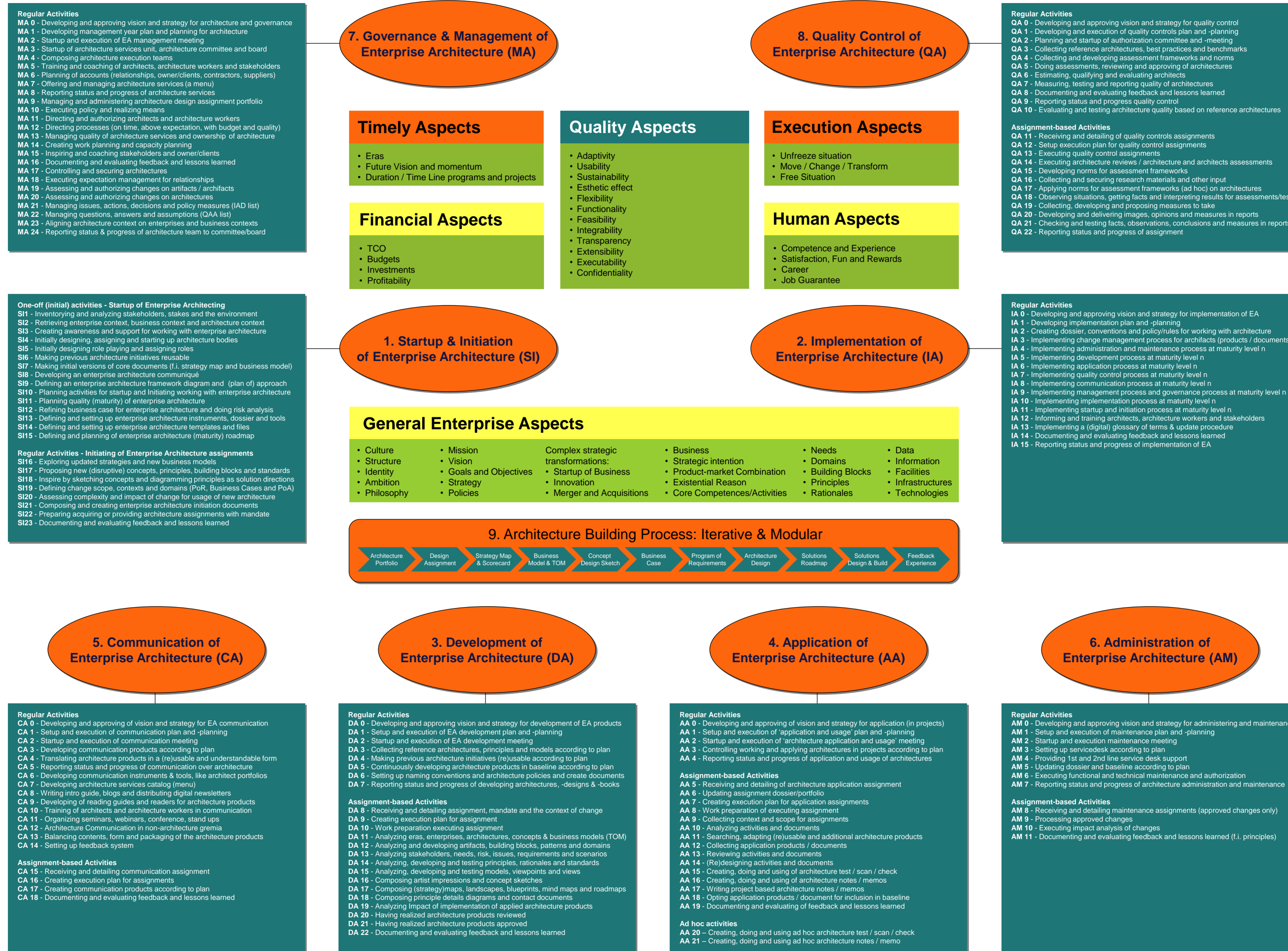
- An architect is a designer of total concepts (architectures) and the supervisor of the realization.
- Make use of critical thinking when processing requirements.
- Always develop architecture in an iterative and modular way.
- Only develop an architecture after you have been given an assignment or contract.
- Always put the mandate you get in the assignment document.
- Always describe first what you draw, in order to have a stop criterium.

4. Application of EA (in Projects)

- Always develop architecture first before applying it in a project.
- An architect must represent the owner/client towards the program managers, project managers, suppliers and contractors.
- Turn architecture into an easy to understand list of principles, building blocks and standards.

Context

Leading Complex Strategic Transformations: Startup, Direct, Innovate and Merge Businesses and Organizations



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5. Communication of EA

- Architecture is a means for leading transformation and guiding projects.
- Create support for your ideas and disruptive concepts using sketches.
- The message of a visualization is always more important than the visualization itself.

6. Administration of EA

- All architecture products only have one single source of truth: the official architecture dossier.
- All changes and documents must always be under version and revision control.
- Every change and document must have an owner and a status.
- Only approved and managed changes will be processed and only approved and managed documents may be used.

7. Governance of EA

- Always collaborate with stakeholders in teams creating architecture designs. Involvement is priceless.
- Make sure every Dragon1 process is recognized, owned and implemented at some point in time, at some maturity level. Create a roadmap for it.
- Always look out for architecture workers (non-architects doing architecture)

8. Quality Control of EA

- The owner/client should appointment chief or managers as owners of the architecture.
- Make sure to create feedback loops on the architecture and its principles.
- Make sure every architecture design is based on a program of requirements. That it has an assignment document and owner.
- Make sure projects always refer to the architecture documents they use.

Information

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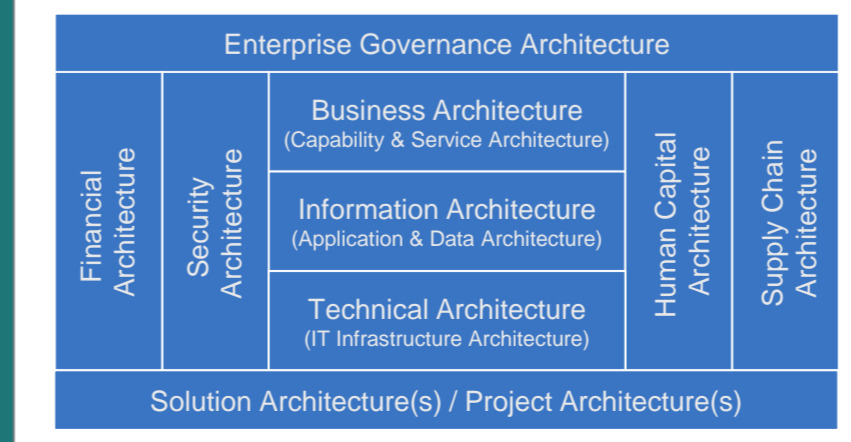
Architecture Products

- Architecture Baseline
- Architecture Dossier
- Architecture Notes
- Architecture Assignment
- Architecture Scan / Audit
- Architecture Review
- Artist Impression
- Contract Documents
- Program of Requirements
- Concept Sketches
- Principles Diagram
- Blueprints and Landscapes
- Artifacts and Building Blocks Doc.
- Architecture Principles Document
- Functions & Domains Model
- Dragon1 Processes Plan
- Dragon1 Processes Reports
- Assignment Plan & Roadmap

Architecture Glossary of Terms

- Architecture
- Artifact & Archifact
- Concept
- Building Block
- Need & Stakeholder
- Layer
- Value & Experience
- Function & Domain
- Era and State
- Issue & Risk
- Quality aspect
- (Meta) Model
- Principle
- Framework
- Rational
- Scenario
- View
- Viewpoint

Enterprise Architecture Framework



Legend

- Solution Aspects
- Enterprise Aspects
- Transformation Aspects
- Process Activities
- Dragon1 Process

References / Documents

Check the Dragon1 Resources and Textbook for a more detailed description of the processes, products, services, principles and visualizations of Dragon1.

Visit www.dragon1.com for more info.