



Dragon1

Introduction in the Dragon1 open EA Method

Dragon1 starts the third wave in Enterprise Architecture:
Entering the era of Visual EA

Management Overview

Revision date: 28 November 2013

Management Overview of the Dragon1 open EA Method



1. Dragon1 Architecture Foundation
2. Dragon1 open EA Framework
3. Dragon1 open EA Method
4. Core Definitions
5. Dragon1 Open Standards
6. Visual EA Language with Symbols
7. Dragon1 Meta Meta Model
8. Architecture View Layout
9. Architecture Processes and Products
10. Architecture Visualizations
11. Architecture Services
12. Dragon1 Compared with other Frameworks and Languages
13. Training and Certification
14. Why Dragon1?



1. Dragon1 Architecture Foundation



The Dragon1 Architecture Foundation markets, manages and develops the body of Body Knowledge of the Dragon1 open EA Method to keep it up-to-date and to keep it legally open.

The foundation facilitates user groups meetings, conferences for members and non-members and facilitates working groups.

The Foundation supports end-user organizations in starting up working with Dragon1. It also supports training and consultancy organizations to accredit themselves as organizations and to certify persons in Dragon1.



www.dragon1.org

- ✓ User Groups
- ✓ Working Groups
- ✓ Knowledge Events
- ✓ Conferences
- ✓ Textbooks
- ✓ Dragon1 Wiki

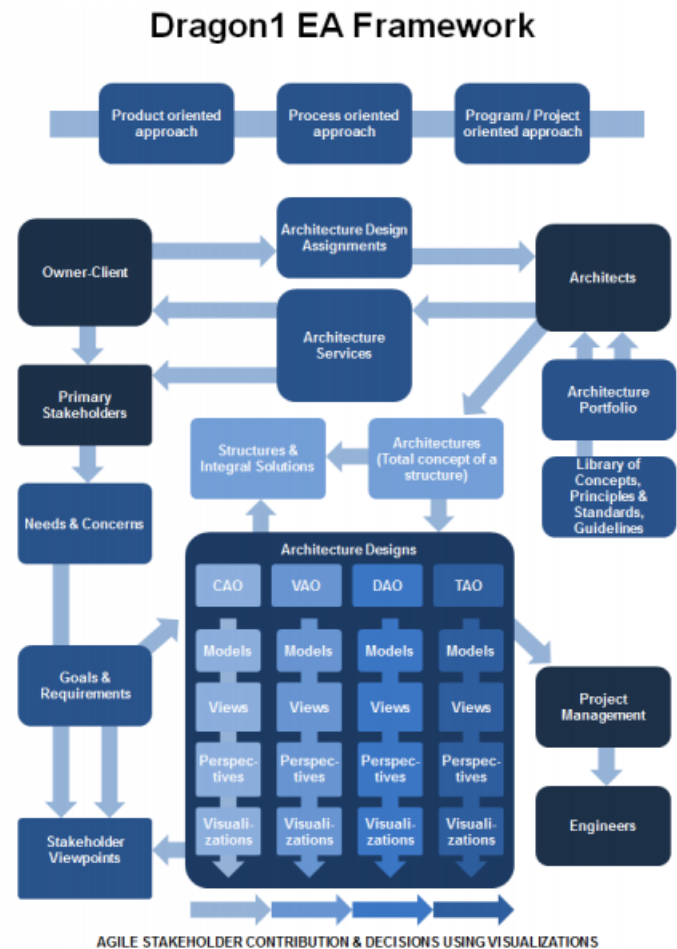
2. Dragon1 is an open Enterprise Architecture Framework for Decision Supporting Visual EA



With the Dragon1 EA Framework you have all you need to collaborate and create architecture products, such as architecture visualizations.

The Dragon1 architecture visualizations have their primary use as supporting materials for strategic decision making.

In Dragon1 you make your integral enterprise solution design tangible. You visualize views or perspectives of models and meta models aligned to the interests and needs of viewers.



Source: <http://wiki.dragon1.org>

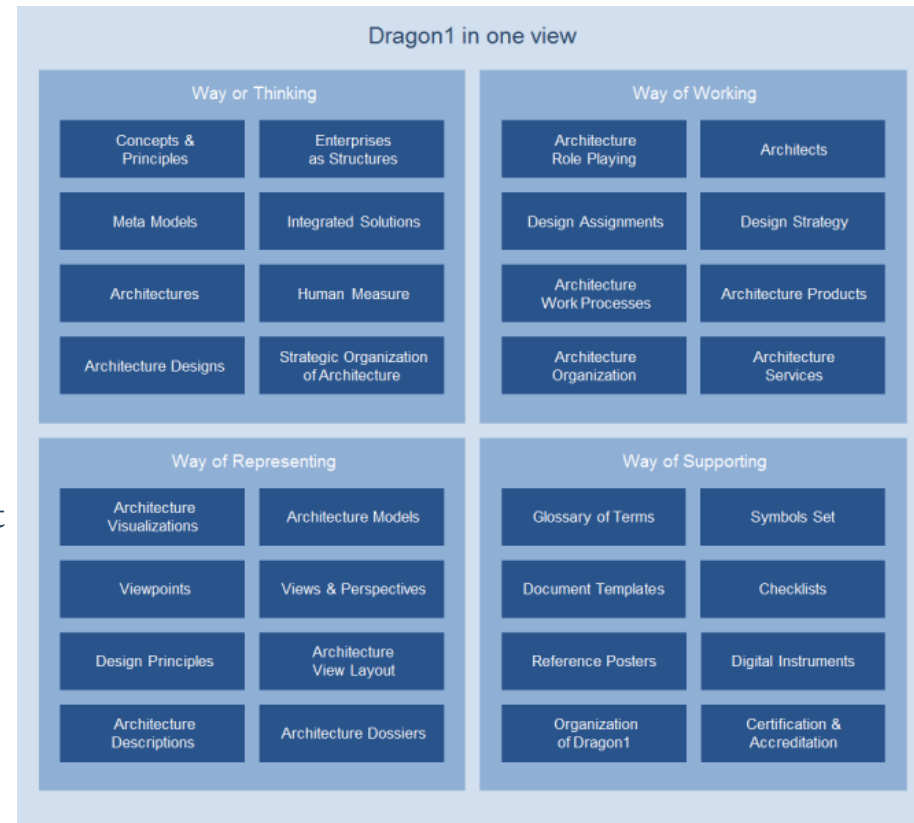
3. Dragon1 is an open Enterprise Architecture Method for Decision Supporting Visual EA



With the Dragon1 EA method you are supported in every step you take when creating architecture products with the Dragon1 method.

As Dragon1 enterprise architect you are a designer of total concepts and therefore have to follow the rules that comes with design, communication and realization of solutions.

Every Dragon1 concept in this diagram holds a checklist, template and examples on the Dragon1 Wiki.



Source: <http://wiki.dragon1.org>

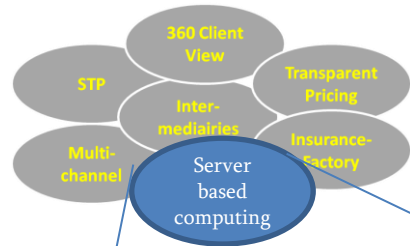
Dragon1 has four 'Ways' that give you a balanced and well thought overview of the method.

4a. Dragon1 Core Concepts



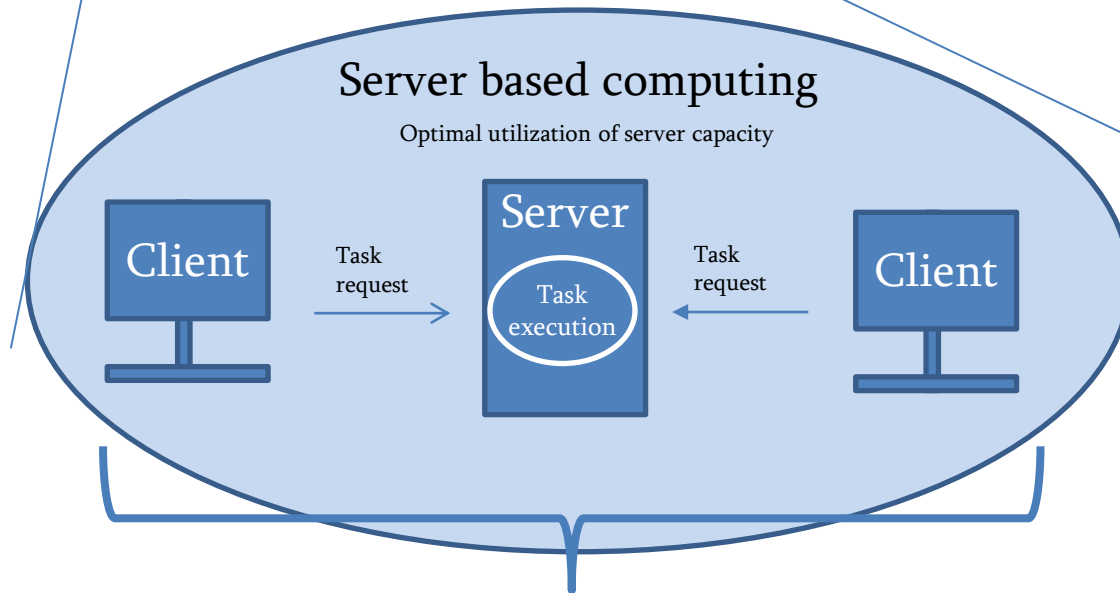
- Dragon1 is a new theoretic paradigm for Visual Enterprise Architecture
 - *Architecture* = the total concept of a structure, a coherent set of concepts
 - *Structure* = a system with a constructive, operative and decorative dimension
 - *Concept* = an approach, way of working, idea, abstraction of an implementation
 - *Principle* = the enforced or managed way an entity works producing results
 - *Architect* = creative designer of total concepts and supervisor of the realization
 - *Visualize your Total Concept Designs* = use sketches, drawings, (*not diagrams* → *because that is engineering!*) and photographic images to visualize the concepts understandable for the target audience
 - *Management Report Views* = make every architecture visualization something to decide upon
 - +500 other defined terms
- Dragon1 is an open innovative way of dealing with EA
- Dragon1 brings the added value of EA into the boardroom
- Dragon1 helps the design, decision making and realization of total concepts in the organization
- With Dragon1 architecture visualizations become management report views or early warning systems
- Read it again! Dragon1 has a lot of impact on mainstream EA

4b. Relationship structure, architecture, concepts, elements and principles in Dragon1

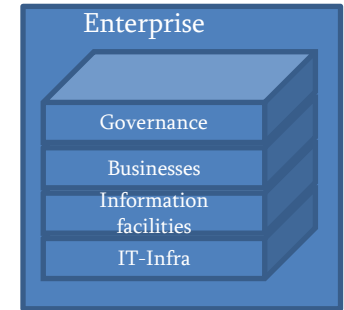


1. The architecture (total concept)
(a coherent set of concepts of a structure → a total concept of a structure)

2. The concept
(an approach, idea, abstraction of implementation)



4. The concept-principle
(the enforced way the concept works producing results)



4. common enterprise structures

3. The elements
(logical functional entities) within the concept

(all is relative – elements themselves can also be viewed conceptual)

5. Dragon1 is divided into 21 Dragon1 Open Standards to make it easier to adopt



1. Architecture Principles
2. Visual Language (& Symbols)
3. Architecture Visualization
4. Enterprise Architecture Design
5. Architecture Quality Management (& Control)
6. Architecture Stakeholder Management
7. Architecture Communication
8. Architecture Implementation
9. Architecture Service Management
10. Architecture Start-Up & Initiation
11. Architecture Application
12. Architecture Framework
13. Architecture Documentation
14. Architecture Maturity
15. Architecture Enterprise Innovation
16. Architecture Requirements Management
17. Architecture Rules for Architects
18. Solution Architecture Design
19. Architecture in Projects
20. Agile Architecture
21. Architecture Governance & Management

Every Dragon1 open standard deals with a compact set of related concepts.

Read the specification on the Dragon1 Wiki
<http://wiki.dragon1.org>

Purchase a printed specification document in the Dragon1 Store <http://store.dragon1.org>



6. Dragon1 Visual EA Language Symbols

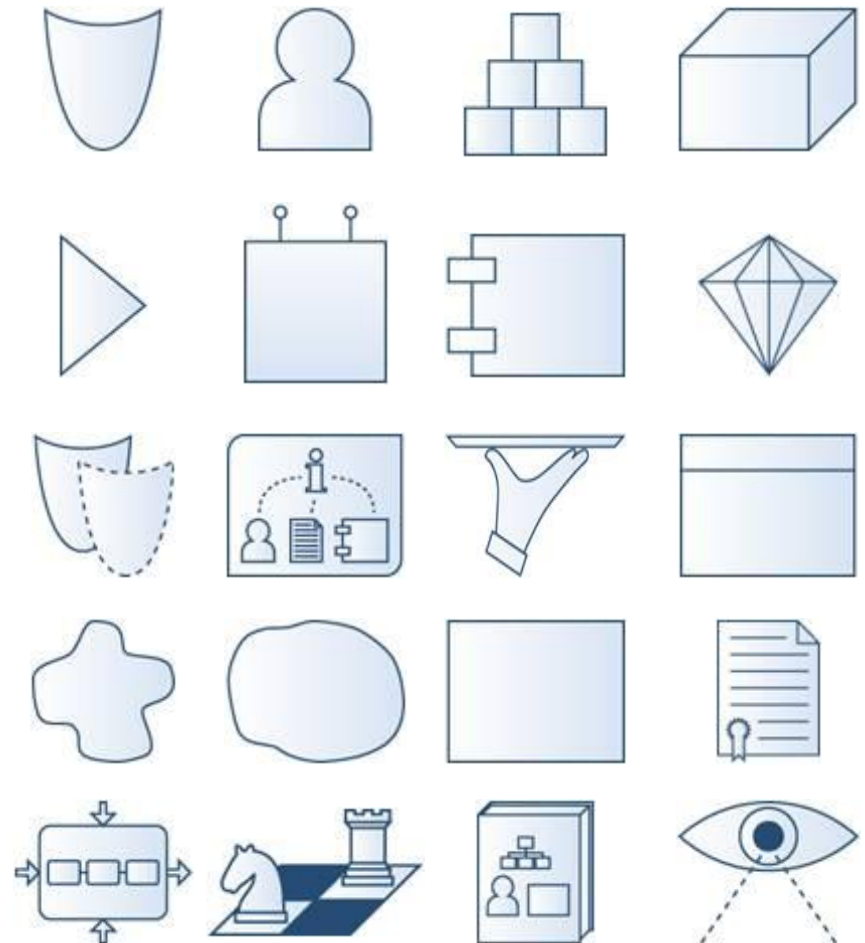


Dragon1 provides you with a defined glossary of 500 terms.

250 terms and growing are featured with a vector shape.

All the terms are related with each other in a meta meta model.

This together with a defined usage of the terms and shapes creates an extensive Visual EA modeling language.

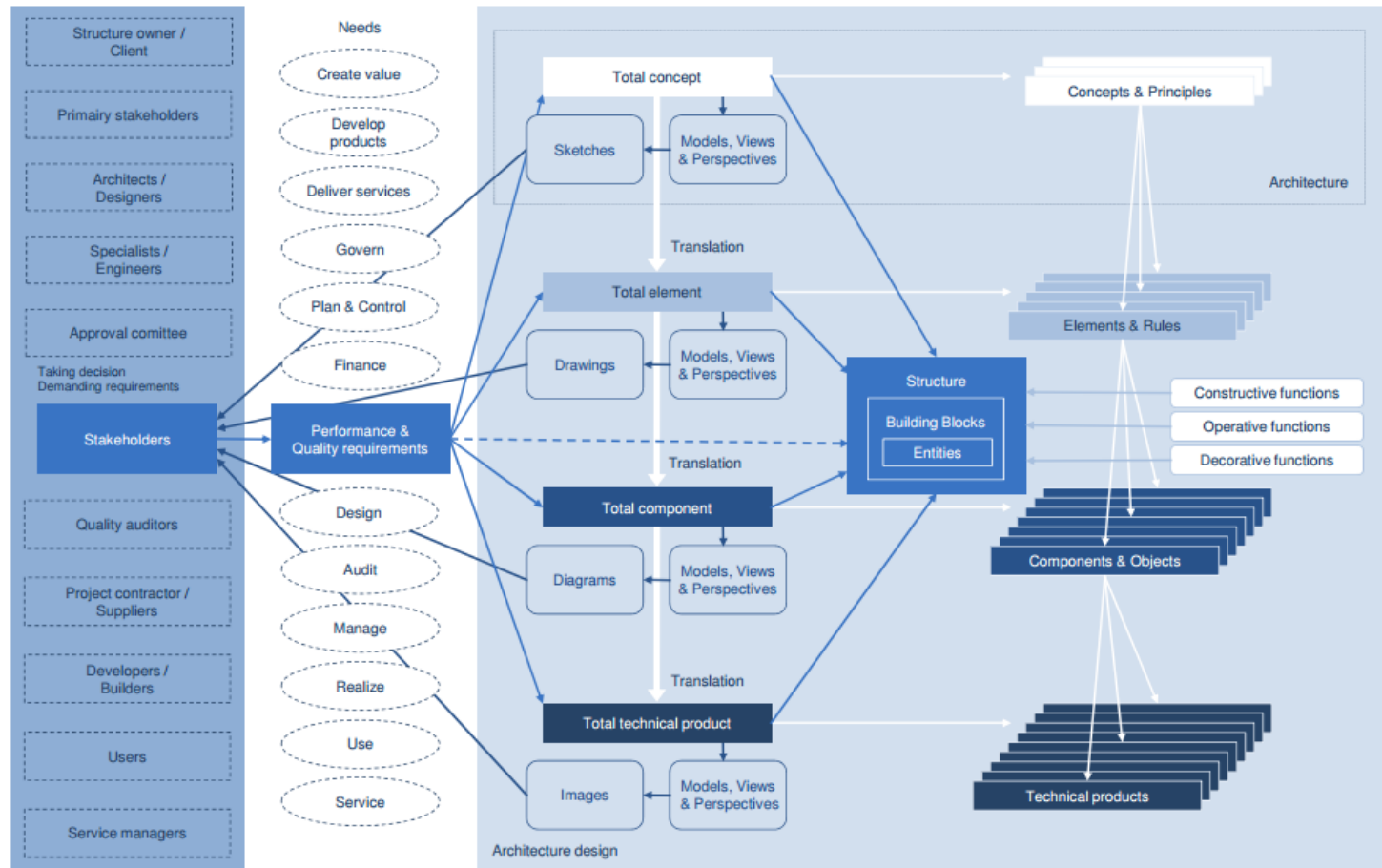


Source: <http://wiki.dragon1.org>

7. Part of the Dragon1 Meta Meta Model



Dragon1 Visual EA Meta Meta Model Core



Source: <http://wiki.dragon1.org>

www.dragon1.com



11

9. Dragon1 Architecture Processes and Products – things you can create with Dragon1



Dragon1 provides for eight working processes that help to improve the organizations maturity for working with architecture.

Architects that have learned Dragon1 are able to create the following architecture products and use them effectively.

The products are grouped per defined architecture working process of the method.

Government and management of architecture

- Yearplan
- Architecture services
- Education
- Coaching
- Portfolio

Start-up and initiation of architecture

- Architecture note
- Awareness session
- Vision & Strategy notes
- Architecture Glossary of Terms
- VEA Business Case

Communication of architecture

- Yearplan
- Readers & Presentations
- Workshops
- Information sessions
- Intranet
- Design Book
- Sketch Book
- Information map

Development of architecture

- Yearplan
- Architecture
- Reference architecture
- Architecture style
- Architecture Design
 - CAO, VAO, DAO, TAO
- Technical Specifications
- Metamodels
- Models
- Referencemodels
- Concept & Principle diagrams
- Visualization
- View
- Perspectives
- Way of looking
- Stakeholder analyses
- Scenarioanalyses
- Feasability study
- Impactanalysis
- Program of requirements
- Requirements specification
- Roadmap
- Technology map
- Masterplan
- Proof of concept
- Structure Glossary of Terms

Architecture quality control

- Architectuurtoetsen
- Audits & Reviews
- Normenkaders
- Assessments

Implementing working under architecture

- Implementation manual
- Procesdescription & Procedures
- Maturity analyses
- Process implementationmodel

Service Management of architecture

- Yearplan
- Architecture Dossiers
- Tools
- Templates
- Knowledge sharing

Architecture application

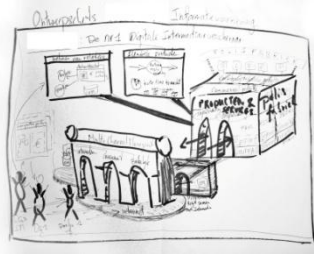
- Yearplan
- Project Start Architecture
- Impactanalysis
- Notes for business cases
- Changes & Projects

Source: <http://wiki.dragon1.org>

10. Dragon1 Architecture Visualizations

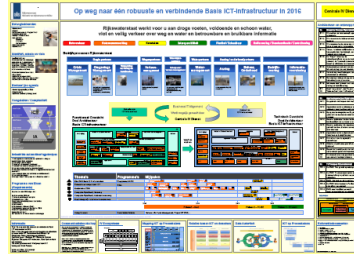


Sketch



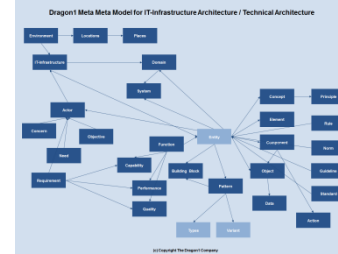
Example Dragon1 Design Sketch of a total business concept

Drawing



Example Dragon1 Roadmap for implementing new services

Diagram



Example Dragon1 Formal Metamodel Diagram for IT-Infrastructure

Photographic Image



Example Artist Impression of the TO-BE eGovernment services

Source: <http://wiki.dragon1.org>

Dragon1 defines four main types of visualizations to communicate the different aspects of your total concepts design (architecture) with.

You can create over 20+ defined standard type views for various stakeholders and visualize them with four types of visualizations.

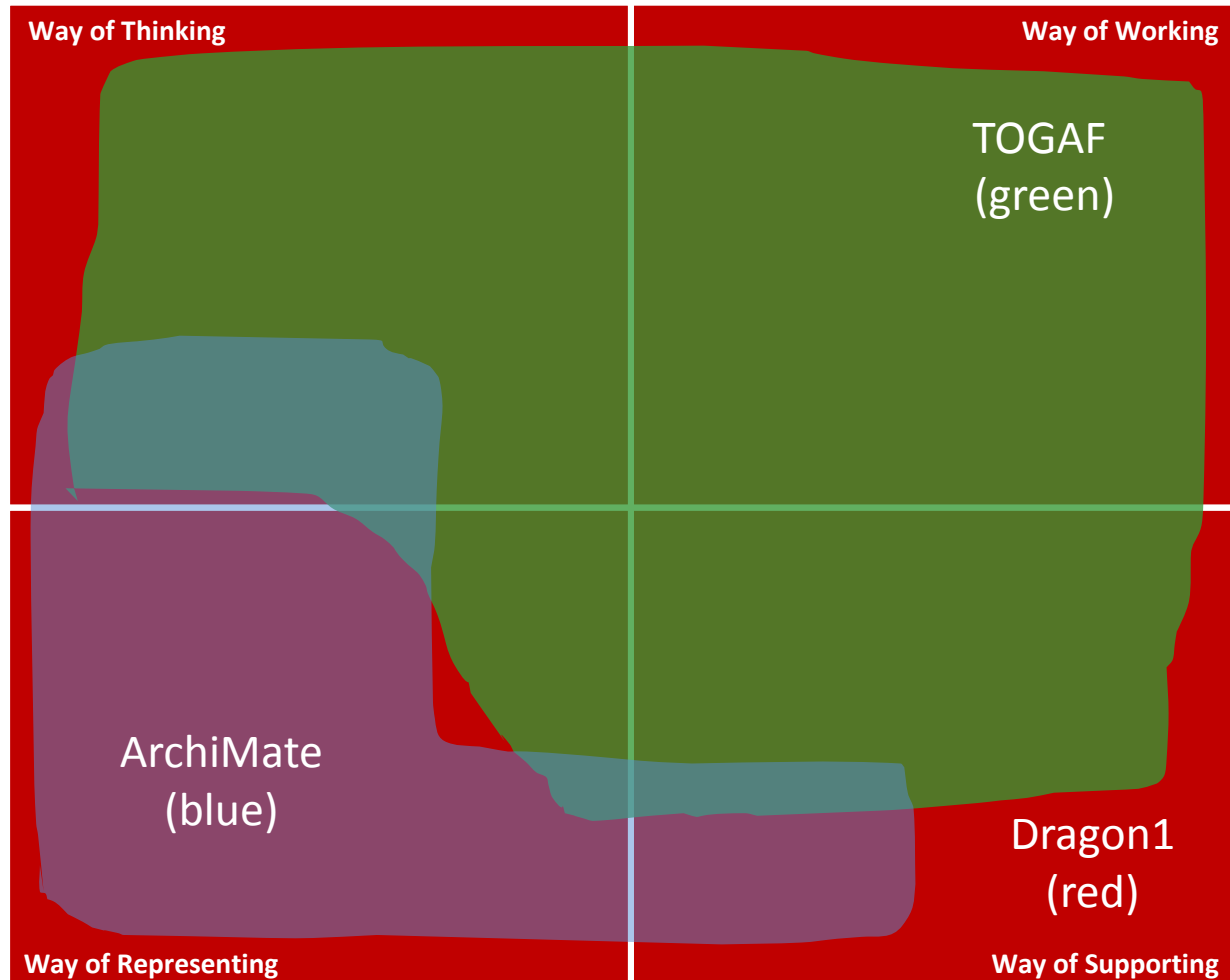
11. Dragon1 Architecture Services



Source: <http://wiki.dragon1.org>

Architects that know how to apply Dragon1 are able to provide the following services in the organization with visual Dragon1 architecture products.

12a. Dragon1 Compared – methods mapped



12b. Dragon1 Compared



Dragon1 is used complementary to the following international methods, languages and techniques:

- ✓ TOGAF
- ✓ DODAF
- ✓ MODAF
- ✓ BPMN
- ✓ UML
- ✓ ArchiMate

The Dragon1 Wiki holds information about how the integration of Dragon1 with these languages is done. F.i. with meta metamodel extensions.

13. Training and Certification



Dragon1 is at best and most effective practiced after training and certification via Accredited Training Organizations.

Although Dragon1 is the method with a very short learning curve, you still have to study it to get results.

There are two tracks for certification:

- Dragon1 Certified Architecture Professionals
- Dragon1 Certified Architects

For more information check the website of the Dragon1 Architecture Foundation www.dragon1.org

14. Why Dragon1? – To take visual control over your organization by ambitious people



An enterprise architecture method or enterprise architecture framework is a consistent set of products services, processes, models and views to support architects and stakeholders in creating and using architecture for enterprise innovation, change and governance.

Dragon1 is a complementary enterprise architecture method and framework to be used in your organization by management, architects and stakeholders of enterprise change because of:

- ✓ Way of Thinking
 - Dragon1 enables Visual Enterprise Architecture as effective strategic management instrument
 - What is done in every change or project is made visible and tangible integrally
 - Issues, Impact and Solutions are made more decidable and manageable through visualizations
 - Patterns of solutions and the way they work is made for more comprehensible with correct architecture visualizations
- ✓ Way of Working
 - Architecture is made more understandable for stakeholders such as board members, directors and management because of linking ambitions and strategic starting points, objectives, goals, policies and requirements visually with total concepts and pragmatic solutions
 - Re-use everything and enforce it. Every architecture products needs to get status and become part of a change procedure.
- ✓ Way of Representing
 - Architecture is made more communicable by means of visualizations such as design sketches, artist impressions, blueprints and info graphics.
- ✓ Way of Supporting
 - Software tools, Checklists, Templates, Editable Examples, Textbooks, Dragon1 Wiki, User Community, etc...

About the added value of Dragon1 EA Method for Visual Enterprise Architecture



It is always of added value to visually communicate impact, results and risks of changes and decisions to CxOs with Dragon1. And knowing these CxOs take decisions with the Dragon1 architecture visualizations.

Contact Information



- Thank you for attending this presentation
- The open EA Method for Visual Enterprise Architecture helps solving EA-issues in less time, people, budget and at a higher quality than most other methods do
- Maybe your are inspired to start an evaluation or pilot project with Dragon1 and create decision supporting architecture visualizations with Dragon1
- If you want to start with Dragon1 & Visual Enterprise Architecture, Start your journey by mailing your request to info@dragon1.org

<http://www.dragon1.org>

<http://wiki.dragon1.org>