Business Motivation Model (BMM) using Enterprise Architect

One Day Course Syllabus

Introduction to Enterprise Architect

Desktop Layout
Toolbox and diagram relationship
Hiding, docking, moving, closing and restoring windows
Managing Projects
Creating Projects
Creating Root Nodes and Views
Creating and viewing Packages
Organizing models
Managing Diagrams
Toolbox
Creating diagrams
Diagram options and properties
Diagram tips and tricks
User Interface
Commonly used windows
Custom layouts

Tool Configuration

Defining People
Defining Types
Common Option Settings

Overview of BMM

Ends Concepts & Examples

Vision
Goal
Objective

Means Concepts & Examples

Mission
Strategy
Tactic
Business Rule
Business Policy

Influencers and Assessments with Examples

External Influencers
Competitor, Customer, Supplier, Regulation, Technology
Internal Influencers
Assumption, Corporate Value, Habit, Infrastructure,…

Frank Truyen

is a principal consultant and trainer, with 15+ years of experience in the IT industry as a developer, architect, consultant and manager.
Strong expertise in different modeling notations such as UML® and BPMN™, allied with a wide experience of different modeling tools, has allowed Frank to successfully provide training and consulting services over the last decade to a broad variety of customers across many industries.

Assessment
       SWOT Analysis
       Modeling Impacts on Ends and Means
       Risks and Rewards

Related Concepts & Examples

Organization Unit
Business Process
Asset, Offering and Liability
Business Rule

Traceability and Navigation

Core Tool Features

Generating Documentation
       Template driven RTF generator
       HTML generator
       Virtual documents
       Master documents

Searching the Repository
Managing Baselines
Comparing Models
Document Artifacts

End-to-End Modeling Exercise

The Online Bookstore Distribution Model, or
A User Defined Modeling Exercise