


ArchiMate® 3.1 Elements and Relationships

Motivation	Composite	Passive Structure	Behavior	Active Structure		Concept	Definition	
<div>Meaning</div> <div>Value</div> <div>Stakeholder</div> <div>Driver</div> <div>Assessment</div> <div>Goal</div> <div>Outcome</div> <div>Principle</div> <div>Requirement</div> <div>Constraint</div>		<div>Resource</div>	<div>Course of Action</div> <div>Capability</div> <div>Value Stream</div>	<div>Resource</div> <div>Resources are both Active and Passive</div>	Strategy	Application Collaboration	An aggregate of two or more application internal active structure elements that work together to perform collective application behavior.	
						Application Component	An encapsulation of application functionality aligned to implementation structure, which is modular and replaceable.	
						Application Event	An application state change.	
						Application Function	Automated behavior that can be performed by an application component.	
						Application Interaction	A unit of collective application behavior performed by (a collaboration of) two or more application components.	
						Application Interface	A point of access where application services are made available to a user, another application component, or a node.	
	<div>Product</div>	<div>Contract</div> <div>Business Object</div> <div>Representation</div>	<div>Business Service</div> <div>Business Process</div> <div>Business Function</div> <div>Business Event</div> <div>Business Interaction</div>	<div>Business Interface</div> <div>Business Role</div> <div>Business Actor</div> <div>Business Collaboration</div>	Business	Application Process	A sequence of application behaviors that achieves a specific result.	
						Application Service	An explicitly defined exposed application behavior.	
						Artifact	A piece of data that is used or produced in a software development process, or by deployment and operation of a system.	
						Assessment	The result of an analysis of the state of affairs of the enterprise with respect to some driver.	
						Business Actor	A business entity that is capable of performing behavior.	
							Business Collaboration	An aggregate of two or more business internal active structure elements that work together to perform collective behavior.
							Business Event	An organizational state change.
							Business Function	A collection of business behavior based on a chosen set of criteria (typically required business resources and/or competences), closely aligned to an organization, but not necessarily explicitly governed by the organization.
							Business Interaction	A unit of collective business behavior performed by (a collaboration of) two or more business actors, business roles, or business collaborations.
		<div>Generic Composite Elements</div> <div>Grouping</div> <div>Location</div>	<div>Data Object</div>	<div>Application Service</div> <div>Application Process</div> <div>Application Function</div> <div>Application Event</div> <div>Application Interaction</div>	<div>Application Interface</div> <div>Application Component</div> <div>Application Collaboration</div>	Application	Business Interface	A point of access where a business service is made available to the environment.
	Business Object						A concept used within a particular business domain.	
	Business Process						A sequence of business behaviors that achieves a specific outcome such as a defined set of products or business services.	
	Business Role						The responsibility for performing specific behavior, to which an actor can be assigned, or the part an actor plays in a particular action or event.	
	Business Service						An explicitly defined exposed business behavior.	
							Capability	An ability that an active structure element, such as an organization, person, or system, possesses.
							Communication Network	A set of structures that connects nodes for transmission, routing, and reception of data.
							Constraint	A factor that limits the realization of goals.
							Contract	A formal or informal specification of an agreement between a provider and a consumer that specifies the rights and obligations associated with a product and establishes functional and non-functional parameters for interaction.
							Course of Action	An approach or plan for configuring some capabilities and resources of the enterprise, undertaken to achieve a goal.
<div>Artifact</div>	<div>Technology Service</div> <div>Technology Process</div> <div>Technology Function</div> <div>Technology Event</div> <div>Technology Interaction</div>	<div>Technology Interface</div> <div>Node</div> <div>System Software</div> <div>Device</div> <div>Path</div> <div>Communication Network</div> <div>Technology Collaboration</div>	Technology	Data Object	Data structured for automated processing.			
				Deliverable	A precisely-defined result of a work package.			
				Device	A physical IT resource upon which system software and artifacts may be stored or deployed for execution.			
				Distribution Network	A physical network used to transport materials or energy.			
				Driver	An external or internal condition that motivates an organization to define its goals and implement the changes necessary to achieve them.			
						Equipment	One or more physical machines, tools, or instruments that can create, use, store, move, or transform materials.	
						Facility	A physical structure or environment.	
						Gap	A statement of difference between two plateaus.	
						Goal	A high-level statement of intent, direction, or desired end state for an organization and its stakeholders.	
						Grouping	The grouping element aggregates or composes concepts that belong together based on some common characteristic.	
<div>Material</div>	<div>Material</div>			Physical	Implementation Event	A behavior element that denotes a state change related to implementation or migration.		
					Location	A place or position where structure elements can be located or behavior can be performed.		
					Material	Tangible physical matter or energy.		
					Meaning	The knowledge or expertise present in, or the interpretation given to, a core element in a particular context.		
					Node	A computational or physical resource that hosts, manipulates, or interacts with other computational or physical resources.		
						Outcome	An end result that has been achieved.	
						Path	A link between two or more nodes, through which these nodes can exchange data, energy, or material.	
						Plateau	A relatively stable state of the architecture that exists during a limited period of time.	
						Principle	A statement of intent defining a general property that applies to any system in a certain context in the architecture.	
						Product	A coherent collection of services and/or passive structure elements, accompanied by a contract/set of agreements, which is offered as a whole to (internal or external) customers.	
<div>Plateau</div>	<div>Gap</div> <div>Deliverable</div>	<div>Implementation Event</div> <div>Work Package</div>		Implementation & Migration	Representation	A perceptible form of the information carried by a business object.		
					Requirement	A statement of need defining a property that applies to a specific system as described by the architecture.		
					Resource	An asset owned or controlled by an individual or organization.		
					Stakeholder	The role of an individual, team, or organization (or classes thereof) that their interests in the effects of the architecture.		
					System Software	Software that provides or contributes to an environment for storing, executing, and using software or data deployed within it.		
						Technology Collaboration	An aggregate of two or more technology internal active structure elements that work together to perform collective technology behavior.	
						Technology Event	A technology state change.	
						Technology Function	A collection of technology behavior that can be performed by a node.	
						Technology Interaction	A unit of collective technology behavior performed by (a collaboration of) two or more nodes.	
						Technology Interface	A point of access where technology services offered by a node can be accessed.	
					Technology Process	A sequence of technology behaviors that achieves a specific result.		
					Technology Service	An explicitly defined exposed technology behavior.		
					Value	The relative worth, utility, or importance of a concept.		
					Value Stream	A sequence of activities that create an overall result for a customer, stakeholder, or end user.		
					Work Package	A series of actions identified and designed to achieve specific results within specified time and resource constraints.		
<div>Structural Relationships</div> <div>Composition</div> <div>Aggregation</div> <div>Assignment</div> <div>Realization</div> <div>Dependency Relationships</div> <div>Serving</div> <div>Access</div> <div>Influence</div> <div>Association</div> <div>Dynamic Relationships</div> <div>Triggering</div> <div>Flow</div> <div>Other Relationships</div> <div>Specialization</div> <div>Relationship Connectors</div> <div>And-Junction</div> <div>Or-Junction</div>					Copyright © BizZdesign www.bizZdesign.com			
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