



Welcome

The Business/Enterprise Architect grade 3

- Responsibilities
- Skills
- IPO
- Deliverable

Hello and welcome to this You Tube presentation on the Business or enterprise Architect grade 3. My name is Charles Richter and I am the principal consultant of Ripose Pty Limited. In my introduction to the Business Architect, I mentioned that I would be delivering this presentation on the responsibilities of the third category or class of the business architect, namely the business or enterprise architect grade 3.

In this presentation I will describe, the responsibilities, inputs, processes, outputs, skills and an example of the deliverable of the business or enterprise architect grade 3.



What is a BizA/EA grade 3?

“The systems architect establishes the basic structure of the system, defining the essential core design features and elements that provide the framework for all that follows” (Wiki). In my opinion the BizA/EA and systems/solutions architect are synonymous and should be defined by their: Responsibilities; Skills; Inputs; Processes and; Outputs

Responsibilities:

Prioritised strategies and tactics; Corporate plan (Proof of concept - Financials/budgets, risk analysis, marketing plan, quality assurance, production plan, resource plan, project plan)

Skill: System/solution Architect RA 3

So what is a business architect grade 3? As I could not find a reference to the words Business Architect grade 3 anywhere on the net, I decided to start my search by using the words systems architect in a Google search and found the following Wikipedia reference “The systems architect establishes the basic structure of the system, defining the essential core design features and elements that provide the framework for all that follows”. This is still not clear. Then what about solutions architect? I Googled solution architect and found the following Wiki reference “The role title has a wider meaning in relation to solving problems” and continues “the Solutions Architect is a very experienced architect with cross-domain, cross-functional and cross-industry expertise”. Now I don’t know about you but this still does not provide me with any definitive clue as to what a systems architect is or ought to be. So, in my opinion the systems/solutions architect should be defined by their: Responsibilities; Skills; Inputs; Processes and; Outputs. As I see the Business or enterprise architect grade 3 and the systems/solutions architect as one and the same concept, I will state that the Business or Enterprise Architect grade 3 is responsible for Prioritising the organisation or enterprise's strategies and tactics and with the assistance of the Ripose Architect grade 1, writes the Corporate or strategic plan aka Proof of concept which should contain the Financials/budgets, risk analysis, marketing plan, quality assurance, production plan, resource plan, project plan). In Ripose speak, this is the skill of the Ripose architect grade 3 or RA3.



IPO of the BizA/EA grade 3

Inputs, processes and outputs

Input:	Performance indicators; Knowledge model
Process:	Use associations between the knowledge classes to determine the strategies and tactics
Output:	Prioritised strategies and tactics; Corporate plan (Proof of concept – sign off)

So what are the inputs, processes and outputs of the Ripose Architect grade 3? The input a systems architect needs are the performance indicators developed by the Ripose Architect grade 1 and the knowledge model produced by the Ripose Architect grade 2. The process is for the Ripose Architect grade 3 to use the entities and associations. The Ripose Architect grade 3 will need to determine that, if the business operatives ignore a particular entity, will there be serious repercussions? The Ripose Architect grade 3 may want to contact business operatives who were responsible for identifying the entity in the first place. It should not take longer than 1 week to complete the task of identifying all the strategies and tactics. The writing of the corporate plan should not take longer than 3 to 4 weeks, depending on the number of performance indicators, entities, strategies and tactics.



Example of identifying strategies by a BizA/EA grade 3

Three methods can be use to identify strategies:

1. Brain storming
2. Use entities classes discovered by the business information technology architect or data modeller
3. Use the knowledge model discovered by the RA 2

Let me provide you with 3 ways to identify strategies. The first is to brain storm them, the second will assume that the architect is using the approach of some other framework on the market today ie using the data model. The third is to use the knowledge model developed by the Ripose Architect grade 2.



Brain storming

The following resources will be required:

- Business objectives – performance indicators
- Facilitator – BizA/EA grade 1
- Business operatives
- White board

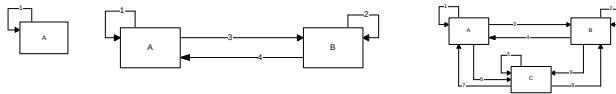
Brainstorming (according a Google searched reference) is a "group creativity technique designed to generate a large number of ideas for the solution of a problem. Although traditional brainstorming does not increase the productivity of groups (as measured by the number of ideas generated), it may still provide benefits, such as boosting morale, enhancing work enjoyment, and improving team work". From my experience, brain storming sessions are unfocussed and can lead to burnout, thus reducing the effectiveness of the session and the likelihood of business operatives resisting attending further brainstorming sessions.



Using entities

The following resources will be required:

- Data model
- Facilitator – BITA
- Business operatives
- White board or Computer Assisted Design tool



The number of strategies is governed by the formula $s=OK^2$

Using a data model to identify strategies can lead to numerous and often redundant activities. If one has to consider only 1 object/subject/entity, it is clear that the entity can have a relationship with only one other (follow the association link/s), eg if the entity was a chicken, then chicken A could have a relationship with chicken B. In the case of two entities, the number of strategies becomes 2^2 or 4 strategies. With 3 entities this becomes 9 strategies. Each objective has the potential of multiplying the number of strategies. Hence if an organisation has 10 entities and 10 objectives, the total number of strategies could be 1,000 of which 900 may be redundant. However, how can one be sure that the right strategies have been uncovered unless all possible avenues are explored? This is clearly unacceptable, but the maths $S=OK^2$ cannot be disputed.



Using the knowledge model

The following resources will be required:

- Knowledge model
- Facilitator – RA 3
- Business operatives
- Caspar

Benefits of the knowledge model

- Focus
- Focus
- Focus

This approach uses the knowledge model to overcome the problem of having to examine too many strategies before uncovering the right ones. Using the knowledge model (developed by the Ripose Architect grade 2), it will soon become apparent that every organisation will need a maximum of 5 strategies. The number of tactics will vary; however using the rule of 7 plus or minus 2 the total number tactics for even a large enterprise should be between 25 and 45. An example of a strategy would be the financial strategy and examples of 2 tactics supporting this strategy are Payables and Receivables. Hence using a hiernet (hierarchical and networked) knowledge model of 350 entities, a good Ripose Architect grade 3 should be able to identify and define 5 strategies and 35 tactics in 5 to 10 days.



Deliverable BizA/EA grade 3

Spread sheet example of strategies and tactics

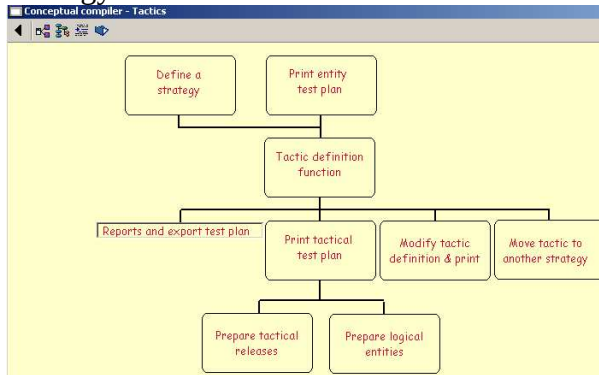
P	Strategy	System name
1	Utilities	Classifications
		Rule
		Gazetteer System
	Offering	Client offerings
		Supplier offerings
2	Enterprises	Own organisation
		Clients
		Suppliers
3	Processes	Bookings
4	Financials	Accounts receivable
5		Accounts payables

This is an example of a deliverable developed by the Ripose Architect grade 3. Unfortunately due to the constraints of YouTube, the font size I am using will make the reading of this very difficult. However, we run an on line training course for the Ripose Architect grade 3 and provide a number of case studies of performance indicators to help uncover the knowledge model. It can take between 35 to 40 hours to train an Ripose Architect grade 3 and this includes the use of Caspar engine for the Ripose Architect grade 3 – In my introduction I mentioned Caspar – which stands for computer assisted strategic planning and reasoning, the program I wrote to support the Ripose Technique. It should be noted that this deliverable provides the list of projects in priority sequence.



Example of a screen shot from Caspar

Strategy & tactic workbench



This is an example of a screen shot taken from Caspar. As soon as the Ripose Architect grade 3 builds the strategies and tactics using the knowledge model, all the outputs are finally available to them in order to write the proof of concept or corporate plan (which should contain the Financials/budgets, risk analysis, marketing plan, quality assurance, production plan, resource plan, and project plan). The Ripose Architect grade 3 enables the system barrier to be broken.



Close

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The next lecture you may wish to view will address the responsibilities, inputs, process and outputs of one of the Business Information Technology Architect (BITA), the IT Architect (ITA) grades 2 through 7 as well as the a Test Architect (TA) grades.

Thank you for viewing this presentation

In closing I would like to thank you for viewing this presentation. The pdf of this presentation is available (for a small fee) should you want to assist us further the aims of Ripose.com and especially Ripose.org. You can find the aims of [ripose.org](#). You can reach me by sending [me an e mail](#). As I mentioned at the start of this presentation, I will be creating presentations covering the responsibilities, the inputs processes and outputs and possibly examples of the output for each of the remaining Information Architecture grades, namely the Business Information Technology Architect (BITA); the IT Architect (ITA) grades 2 through 7 as well as; the 2 Test Architect (TA) grades. It may take a while for me to complete all the presentations, so please bear with me. If you are eager to pursue a presentation of a grade that I am not yet ready to post, please visit our web site [www.ripose.com](#), select the Quick links drop down menu and select Ripose architects. You can always email me for more information. Once again, thank you for your attention.