



## ArchiMate® 3.2 Foundation & Practitioner

<b>Course duration:</b>	3 days
<b>Course level:</b>	Foundation (Level 1) & Practitioner (Level 2)
<b>Delivery options:</b>	Classroom (onsite or online) or eLearning (go to <a href="#">Bizzdesign Academy</a> )
<b>User competency:</b>	Beginner / Competent / Proficient / <del>Expert</del>
<b>User profession:</b>	Any architect (from EA to application to solution architect)
<b>Prerequisites:</b>	Approximately 20 hours of self-directed study to prepare for the exam

### Requirements:

- A Windows-equipped laptop to run modeling software (preferably Bizzdesign Enterprise Studio, but not required)
- Certified course materials (included in the fee)
- An exam voucher (included in the fee)

### General course description

The first two days of this course are designed to learn about and apply ArchiMate® as a modeling language. You will gain knowledge of the structure, key concepts, and techniques of the ArchiMate® standard from The Open Group and learn how to model and visualize architectures.

The third day will focus on becoming ArchiMate® 3 certified by taking the exam. You will learn and practice advanced techniques, complex modeling situations, and applications in real-world examples.

Upon completing this three-day course, you will be ready to take the ArchiMate® 3 Foundation & Practitioner exam at a Pearson Vue Testing Center. After you pass the exam, you will be ArchiMate® 3 Practitioner certified and registered with The Open Group®. Our trainers are ArchiMate® Practitioner certified and authorized to deliver our accredited courses. They have successfully trained over 3000 ArchiMate® participants with a 98% exam pass rate.

During the course, you can use Bizzdesign's online Horizon modeling environment for the exercises, use a modeling tool of your choice, or use pen and paper.



## Learning objectives

At the end of this course, you will:

- Understand the background, key concepts, and applications of the ArchiMate language for modeling and describing architectures.
- Understand additional layers and aspects of the ArchiMate standard and its general construction.
- Be able to use the ArchiMate language and techniques to visualize architectures.
- Understand the use of views and viewpoints to communicate architectures with stakeholders.
- Be able to interpret the ArchiMate® 3.2 specification correctly prior to taking the ArchiMate® 3 Foundation exam.
- Have revisited the ArchiMate® 3 concepts.
- Be able to apply the derivation rules for relationships in the language.
- Understand the language customization mechanism.
- Be able to apply the ArchiMate® standard in complex modeling situations.
- Be able to complete the ArchiMate® 3 Practitioner exam (with some self-directed study)

## Literature (recommended)

- ArchiMate® 3 Specification – included in the course. Also available on [The Open Group website](#)
- [ArchiSurance case study](#)
- [ArchiMetal case study](#)
- M. Lankhorst et al., *Enterprise Architecture at Work*, fourth edition, Springer, 2017.

## Training course outline

### Day 1 – Core and relations

1. Introduction to enterprise architecture and the ArchiMate® language
2. Language structure and framework
3. ArchiMate® Core concepts
  - Business layer
  - Application layer
  - Technology layer
4. Relationships



## 5. Relationships between Core layers

Day 1 covers the central, core part of the ArchiMate® language. It describes the general construction of the language and its framework. It introduces critical elements to model the operations of an enterprise. It also discusses in detail the various relationships used to connect these elements.

### **Day 2 – Additions, generic structure, and exam preparation**

1. Recap of Day 1
2. Collaboration and interaction
3. Physical elements
4. Motivation elements
5. Strategy layer
6. Implementation & migration layer
7. Generic metamodel and concepts
8. Views, viewpoints, and examples
9. Practice exam

Day 2 covers concepts for describing the motivation behind architecture, modeling strategy, business architecture, and planning the implementation of an architecture, the general structure of the language (metamodel). It explains the use of views and viewpoints to communicate architectures with stakeholders. Finally, you will practice with sample exam questions.

### **Day 3 – advanced and complex modeling**

1. Introduction
2. Recap ArchiMate® 3 Foundation
3. Additional theory
  - Derived relationships
  - Viewpoint classification and mechanism
  - Language customization
4. Example models
5. Practical modeling guidance
6. Hands-on modeling with an extensive real-life case



## 7. ArchiMate 3 Practitioner exam practice