EABOK Glossary

There are many definitions related to EA in use in practice - this glossary includes is a selection of some of them.

Term	Definition	Source
Application Architecture	A description of the structure and interaction of the applications as groups of capabilities that provide key business functions and manage the data assets.	TOGAF 3
Application Portfolio Management	The discipline applied to managing software assets to justify and measure the financial benefits of each application in comparison to the costs of the application's maintenance and operations.	BIZBOK
Architectural Risk	Independently tracked risk or issue observable in the architecture. Typically captured by an Enterprise Architect. This entity may contain links to documentation of the risk, escalations, exceptions, status, events, and quantifiable measures.	EBMM
Architecture	Overall design of a building, structure, or system that unifies its components or elements into a coherent and functional whole.	BusDictionary
Architecture	1. A formal description of a system, or a detailed plan of the system at component level, to guide its implementation (source: ISO/IEC 42010:2007). 2. The structure of components, their inter-relationships, and the principles and guidelines governing their design and evolution over time.	TOGAF 3
Architecture Framework	A conceptual structure used to develop, implement, and sustain an architecture.	TOGAF 3
Architecture principle	A qualitative statement of intent that should be met by the architecture. Has at least a supporting rationale and a measure of importance.	TOGAF 3
Architecture principles	Define the underlying general rules and guidelines for the use and deployment of all IT resources and assets across the enterprise. They reflect a level of consensus among the various elements of the enterprise, and form the basis for making future IT decisions.	TOGAF 23
Assessment Metric	When a capability is defined in an organization, there are expectations of the level of performance or maturity required in order for the business to be successful in their mission. An assessment metric defines a way in which a set of capabilities will be measured. For example, if all capabilities will be measured on the basis of their value, performance, and maturity (VPM), then there are three assessment metrics. Capturing the measures for an assessment metric is a key element of business architecture. The	EBMM

Term	Definition	Source
	measurement process must be consistent and, in the best case, should reference widely accepted business measurement practices.	
Asset	An asset is a generalization of property owned by the enterprise. It is included in the extended views of this model [EBMM] because the concept of asset is included in the models from which this model is derived. Assets are described in the extended views of the OMG BMM as well as the TOGAF metamodel. In the context of this model, an asset is any property controlled by a business unit through a business process. The management of that asset is subject to the constraints created by business directives. In the EBMM, Assets do not include people or applications, which are modeled independently.	EBMM
Body of Knowledge	*(1) The purpose of the Guide to the Software Engineering Body of Knowledge is to provide a consensually validated characterization of the bounds of the software engineering discipline and to provide a topical access to the Body of Knowledge supporting that discipline. (Abran, A. 2004)* *(2) Identifies that subset of the project management body of knowledge generally recognized as good practice. "Generally recognized" means the knowledge and practices described are applicable to most projects most of the time, and there is consensus about their value and usefulness. "Good practice" means there is general agreement that the application of these skills, tools, and techniques can enhance the chances of success over a wide range of projects...The PMBOK® Guide also provides and promotes a common vocabulary within the project management profession…The Project Management Institute views this standard as a foundational project management reference for its professional development programs and certifications. (PMI 2008)* *(3) Document explicitly intended to capture the knowledge for entry into the practice of [an] engineering [discipline] at the professional level. (ASCE 2008)* Source (1) Abran, A., J. W. Moore, P. Bourque, R. Dupuis, and L. L. Tripp. 2004. SWEBOK: Guide to the Software Engineering Body of Knowledge: 2004 version. Los Alamitos, CA; Tokyo, Japan: IEEE Computer Society Press. (2) PMI. 2008. A Guide to the Project Management Body of Knowledge (PMBOK® Guide), 4th ed. Newtown Square, PA, USA: Project Management Institute (PMI). (3) ASCE. 2008. Civil Engineering Body of Knowledge for the 21st Century: Preparing the Civil Engineer for the Future, 2nd edition. Reston, VA, USA: American Society of Civil Engineers.	SEBoK 1.0.1
Business Architecture	A subset of the enterprise architecture that defines an organization's current and future state, including its strategy, its goals and objectives, the internal environment through a process or functional view, the	BABOK 2

Term	Definition	Source
	external environment in which the business operates, and the stakeholders affected by the organization's activities.	
Business Architecture	A blueprint of the enterprise that provides a common understanding of the organization and is used to align strategic objectives and tactical demands. Source: OMG Business Architecture Special Interest Group - http://bawg.omg.org and Business Architecture Institute - www.businessarchitectureinstitute.org	BIZBOK
Business Architecture	Graphical representation of a business model, showing the networks through which authority, information, and work flows in a firm. It serves as the blueprint of a firm's business structure, and clarifies how the firm's activities and policies will affect its defined objectives.	BusDictionary
Business Architecture	A description of the structure and interaction between the business strategy, organization, functions, business processes, and information needs.	TOGAF 3
Business Architecture Framework	A conceptual view of how business blueprints, business scenarios, and business architecture knowledgebase interrelate to provide a foundation for establishing the business architecture.	BIZBOK
Business Capability	In the EBMM, a business capability is an abstraction that represents the ability of a business unit to perform a particular business function or process. Used primarily for analysis and model navigation, this abstraction is normally considered to be a composition of processes, people, tools, and information. A single business unit normally has many business capabilities. Evaluations of maturity take place against a business capability within the context of each business unit that implements it, because only a business unit can provide the resources and processes that are needed to perform a business capability. Until a business capability is mapped to a business unit, it is purely conceptual. It may be desirable. But it cannot be performed. Mapping a business capability to a business unit answers the question "who is accountable to execute it?" but not the question "how will it be executed?" That requires one more mapping, this time from the capability to the business process.	EBMM
Business Capability Taxonomy	A business capability taxonomy is an ordered hierarchy of business capabilities, structured in a manner that makes sense to the stakeholders, and used to create associations between capabilities and business units. Note that a relationship to a capability is seen as a relationship to one, many, or all of the capabilities contained within it in the hierarchy. This ability to make "loose" associations is useful to reduce the difficulty of mapping activities.	EBMM

Term	Definition	Source
Business Goal	A Goal is a statement about a state or condition of the enterprise to be brought about or sustained through appropriate Means. A Goal amplifies a Vision - that is, it indicates what must be satisfied on a continuing basis to effectively attain the Vision. A Goal should be narrow - focused enough that it can be quantified by success metrics. A Vision, in contrast, is too broad or grand for it to be specifically measured directly by success metrics. However, determining whether a statement is a Vision or a Goal is often impossible without in-depth knowledge of the context and intent of the business planners. Compared to [a] success metric, a Goal tends to be longer term, qualitative (rather than quantitative), general (rather than specific), and ongoing. Compared to a Goal, [a] success metric tends to be short term, quantitative (rather than qualitative), specific (rather than general), and not continuing beyond its time frame (which may be cyclical). (Derived from OMG Business Motivation Model 1.0)	EBMM
Business Information Model	A model illustrating the groupings and relationships between the data elements that make up business documents. Since a business document is a special case of a data object that represents a business transaction, the business information model is a proxy, at the information level, for modeling the relationships between the business transactions themselves.	EBMM
Business Model	A business model describes the rationale of how an organization creates, delivers, and captures value. Source: Alexander Osterwalder and Yves Pigneur, Business Model Generation, Self-Published, 2010, Page 14.	BIZBOK
Business Model	A business model is a composition of business elements that represents the value proposition, products, customer demands, competencies, partnerships and distribution channels that a business will employ in order to deliver value.	EBMM
Business Policy	Formally documented management expectations and intentions. Policies are used to direct decisions, and to ensure consistent and appropriate development and implementation of Processes, Standards, Roles, Activities, IT Infrastructure etc.	EBMM
Business Process	A series of logically related activities or tasks (such as planning, production, or sales) performed together to produce a defined set of results. Source: www.BusinessDictionary.com	BIZBOK

Term	Definition	Source
Business Process / Activity	A business process is a collection of activities that take one or more inputs and transform them into process outputs in support of a business outcome that is of value to customers and/or partners. A business outcome may include a product, service, quote, bill, license agreement or business plan or strategy etc., and may benefit customers, clients or partners. Implications and Discussion of the term business process: • The activities are collected in a series. This implies flow, from one activity to another, and whenever possible, processes will be described with an indication of the sequence in which the activities are to occur. • A process is defined in terms of the process output. Usually the first step in describing a business process, or even recognizing when a business process exists, is to identify the output or deliverable from that process. Lacking an output, it is not possible to define or improve a business process in a useful or measurable manner. The definition of the term 'activity' is important because a business process may be decomposed into a collection of activities. In the ITM conceptual model, both are modeled with the same element due to this decompositional nature. The Workflow Management Coalition (WfMC) defines 'activity' as follows: • An activity is a description of a piece of work that forms one logical step within a process. An activity may be a manual activity, which does not support computer automation, or a workflow (automated) activity. A workflow activity requires human and/or machine resources(s) to support process execution; where human resource is required an activity is allocated to a workflow participant.	EBMM
Business Rules and Facts	Business rules and Facts describe the operations, definitions and constraints that apply to an organization in achieving its goal. A rule is an expression, in structured natural language, that uses business terms to describe a policy in a clear and testable manner. As an expression of business policy, rules clearly define the constraints to both human and system behavior necessary for the business to behave in an intentional and well governed manner.	EBMM
Business Service	A collection of business capabilities, offered as the external offerings of a single business unit, and made available to one or more customers. The customers may be internal (within the enterprise) or external. The ITIL definition of 'business service' is a synonym for Business Service, and is defined as: a Service that is delivered to Business Customers by Business Units. For example, delivery of financial services to Customers of a bank, or goods to the Customers of a retail store. Successful delivery of Business Services often depends on one or more IT Services. (ITIL v3)	EBMM

Term	Definition	Source
	Note that the 'products' offered by the business service are not the same as the 'capabilities' of that service.	
Business Service	Supports business capabilities through an explicitly defined interface and is explicitly governed by an organization.	TOGAF 3
Business Strategy / Objective	Strategy is a complex set of related statements used to motivate the creation of projects, the setting of goals, and the achievement of objectives by employees and partners of an enterprise in support of a business goal. It is not a course of action in itself, but a instead provides the general outlines of a course of action sufficient to drive specific changes in business operations. Strategies are defined in terms of objectives. Objectives are measurable milestones that support a strategy and measure the achievement of a business goal. Objectives must be measurable and must have a target date. In the EBMM, strategies and objectives are described by the same element because the statement of a strategy is often broken down into measurable objectives when then inspire lower level strategies for attaining them. As such, neither of the concepts is complete without the other to [complement] it.	EBMM
Business Unit / Org Unit	A business unit is typically a high level division of a company. An organizational unit is a coherent set of teams and departments, usually structured in a hierarchy. While business units are composed of organization units, the terms are modeled as one element due to the nature of recursive composition. Typically, a business is divided into organization units, each with their own set of responsibilities. The role of an organization unit is to provide resources (money, staff, infrastructure, governance) to enable business processes to occur.	EBMM
Capability	A particular ability or capacity that a business may possess or exchange to achieve a specific purpose or outcome. Source: Ulrich Homann, “A Business-Oriented Foundation for Service Orientation”, 2006.	BIZBOK
Capability	The ability to achieve a Desired Effect under specified [performance] standards and conditions through combinations of ways and means [activities and resources] to perform a set of activities.	DoDAF 2
Capability	*(1)The ability to achieve a desired effect under specified (performance) standards and conditions through combinations of ways and means (activities and resources) to perform a set of activities.* (DoD 2009) *(2) The ability to execute a specified course of action. It is defined by a user and expressed in non-equipment based operational terms.* (MOD 2004) N.B.: In MODAF, the term capability refers to ‘military	SEBoK 1.0.1

Term	Definition	Source
	capability' including all defense lines of development (DLODs); rather than 'equipment capability' that refers solely to the capability of the equipment, system, or system of systems. Sometimes it is necessary to distinguish between a required capability (i.e., what is sought) and the fielded capability (i.e., the currently available capability that consists of equipment and the supporting DLODs.) *(3) The ability to execute a specified course of action. A capability may or may not be accompanied by an intention.* (DoD 2009) Source (1) DoD. 2009. *DoD Architecture Framework (DoDAF)*, version 2.0. Washington, DC, USA: U.S. Department of Defense (DoD). (2) MOD. 2004. *Ministry of Defence Architecture Framework (MODAF),* version 2. London, UK: U.K. Ministry of Defence. (3) DoD. 2009. "Department of Defense Dictionary of Military and Associated Terms", Joint Publication 1-02, DoD, 17 March 2009.	
Capability	An ability that an organization, person, or system possesses. Capabilities are typically expressed in general and high-level terms and typically require a combination of organization, people, processes, and technology to achieve. For example, marketing, customer contact, or outbound telemarketing.	TOGAF 3
Capability Roadmap	A capability roadmap is a plan describing a feasible series of carefully scoped initiatives along with the sequence and estimated timelines in which those initiatives should take place, in order to achieve a business objective. Usually delivered as a document or architectural model describing the business capabilities as they are, and the changes planned over the course of a future period of time (usually one to three years).	EBMM
Case Study	A way of learning about a complex instance through extensive description and analysis. The case study articulates why the instance occurred as it did by exploring the factors contributing to its success or failure, and what one might consider in similar situations.	UsabilityBOK
Charter / Legislation	A charter is a legal document that defines controlling elements of the business model including relationships, products, services, customer types, and locations. The charter language for government agencies appears in legislation.	EBMM
Company	A legal entity chartered to perform business activities. The hierarchy of business units roll up to a company. This is distinct from an enterprise that may involve the activities of many companies.	EBMM
Culture	The shared set of habits, customs, knowledge, beliefs, language, and behaviors that set one group of people apart from others. This grouping may range from very large to very small groups (such as an office or a business). Culture is invisible to people who are part of it, and often incomprehensible to people who	UsabilityBOK

Term	Definition	Source
	are encountering a specific culture for the first time. The risk of culture for usability is that culture is a deep source of unstated assumptions. These assumptions need to be identified and stated explicitly before they can be incorporated into a usable design.	
Customer	A specific person or organization that has purchased the products and/or services of the enterprise. In some organizations, the definition of "customer" is more expansive to include people and organizations that are desired or targeted prospects.	EBMM
Derived Requirement	*Constraint stated during the design activities which arise as a result of the selected solution (for example, a necessary mean or resource related to a technology, or an interface between two components of different sub-systems).* (Faisandier 2012) Source Faisandier, A. 2012. *Systems Architecture and Design*. Belberaud, France: Sinergy'Com.	SEBoK 1.0.1
Enterprise	An organizational unit, organization, or collection of organizations that share a set of common goals and collaborate to provide specific products or services to customers.	BABOK 2
Enterprise	An abstraction that represents the enterprise as a whole. A set of business entities bound by common management and/or ownership. An enterprise usually has a single name but may contain many business models, each of which drive the demand for the existence of various business units. WordNet from Princeton university defines Enterprise as follows: 1. a purposeful or industrious undertaking (especially one that requires effort or boldness); 2. an organization created for business ventures; Note that this term is not defined in the OMG Business Motivation Model.	EBMM
Enterprise	See Organization	INCOSE
Enterprise	An area of common activity and goals within an organization or between several organizations, where information and other resources are exchanged.	Int. EA Inst.
Enterprise	(1) *one or more organizations sharing a definite mission, goals, and objectives to offer an output such as a product or service.* (ISO 15704 2000) (2) *An organization (or cross organizational entity) supporting a defined business scope and mission that includes interdependent resources (people, organizations and technologies) that must coordinate their functions and share information in support of a common mission (or set of related missions).* (CIO Council 1999)	SEBoK 1.0.1

Term	Definition	Source
	(3) *the term enterprise can be defined in one of two ways. The first is when the entity being considered is tightly bounded and directed by a single executive function. The second is when organizational boundaries are less well defined and where there may be multiple owners in terms of direction of the resources being employed. The common factor is that both entities exist to achieve specified outcomes.* (MOD 2004) (4) *A complex, (adaptive) socio-technical system that comprises interdependent resources of people, processes, information, and technology that must interact with each other and their environment in support of a common mission.* (Giachetti 2010) Source (1) ISO 15704. 2000. *Industrial Automation Systems -- Requirements for Enterprise-Reference Architectures and Methodologies*. Geneva, Switzerland: International Organization for Standardization (ISO), ISO 15704:2000. (2) CIO Council. 1999. *Federal Enterprise Architecture Framework (FEAF)*. Washington, DC, USA: Chief Information Officer (CIO) Council. (3) MOD. 2004. *Ministry of Defence Architecture Framework (MODAF)*, version 2. London, UK: U.K. Ministry of Defence. (4) Giachetti, R. E. 2010. *"Design of Enterprise Systems: Theory, Architecture, and Methods."* Boca Raton, FL, USA: CRC Press, Taylor and Francis Group.	
Enterprise	The highest level (typically) of description of an organization and typically covers all missions and functions. An enterprise will often span multiple organizations.	TOGAF 3
Enterprise Architecture	Enterprise architecture is a description of an organization's business processes, IT software and hardware, people, operations and projects, and the relationships between them.	BABOK 2
Enterprise Architecture	Widely practiced discipline for understanding an organization and furthering that organization's mission, goals, and practices.	BIZBOK
Enterprise Architecture	Design or 'blueprint' of a business that depicts the components of a firm employed in its operations, interrelationships of those components, information flows, and how each component supports the objectives or the strategy of the enterprise.	BusDictionary
Enterprise Architecture	An EA is a conceptual blueprint that defines the structure and operation of an organisation. Just as architecture provides a blueprint for constructing a building, Enterprise Architecture provides a blueprint and roadmap for aligning business strategy with IT. The aim of an Enterprise Architecture is to support the determination of how an organisation can most effectively achieve its current and future objectives. The Enterprise Architecture provides a guide to direct the evolution and transformation of enterprises with technology.	Enterprise Architects

Term	Definition	Source
Enterprise architecture	A discipline for proactively and holistically leading enterprise responses to disruptive forces by identifying and analyzing the execution of change toward desired business vision and outcomes. EA delivers value by presenting business and IT leaders with signature-ready recommendations for adjusting policies and projects to achieve target business outcomes that capitalize on relevant business disruptions. EA is used to steer decision making toward the evolution of the future state architecture.	Gartner
Enterprise Architecture	The analysis and documentation of an enterprise in its current and future states from an integrated strategy, business, and technology perspective.	Int. EA Inst.
Enterprise Architecture	An EA is the explicit description and documentation of the current and desired relationships among business and management processes and information technology. It describes the "current architecture" and "target architecture" to include the rules and standards and systems life cycle information to optimize and maintain the environment which the agency wishes to create and maintain by managing its IT portfolio. The EA must also provide a strategy that will enable the agency to support its current state and also act as the roadmap for transition to its target environment.	OMB 130-A
Enterprise Architecture	*(1) A rigorous description of the structure of an enterprise, its decomposition into subsystems, the relationships between the subsystems, the relationships with the external environment, the terminology to use, and the guiding principles for the design and evolution of an enterprise; (Giachetti 2009)* *(2) A strategic information asset base, which defines the business, the information necessary to operate the business, the technologies necessary to support the business operations, and the transitional processes necessary for implementing new technologies in response to the changing business needs. It is a representation or blueprint; (CIO Council 1999)* *(3) The formal description of the structure and function of the components of an enterprise, their interrelationships, and the principles and guidelines governing their design and evolution over time. (MOD 2004) N.B.: Components of the enterprise can be any element that goes to make up the enterprise and can include people, processes and physical structures as well as engineering and information systems. (MOD 2004)* Source (1) Giachetti, R.E. 2009. Design of Enterprise Systems: Theory, Architectures, and Methods. Boca Raton, FL, USA: CRC Press. (2) CIO Council. 1999. Federal Enterprise Architecture Framework (FEAF). Washington, DC, USA: Chief Information Officer (CIO) Council. (3) MOD. 2004. Ministry of Defence Architecture Framework (MODAF), version 2. London, UK: U.K. Ministry of Defence.	SEBoK 1.0.1

Term	Definition	Source
Enterprise principles	Provide a basis for decision-making throughout an enterprise, and inform how the organization sets about fulfilling its mission. Such principles are commonly found as a means of harmonizing decision-making across an organization. In particular, they are a key element in a successful architecture governance strategy	TOGAF 23
Environment	The surroundings (natural or man-made) in which the system-of-interest is utilized and supported; or in which the system is being developed, produced and retired.	INCOSE
Framework	A structure for organizing information that defines the scope of the architecture (what the EA program will document) and how the areas of the architecture relate to each other.	Int. EA Inst.
Framework	*Architectural Framework: Conventions, principles and practices for the description of architectures established within a specific domain of application and/or community of stakeholders.* (ISO/IEC/IEEE 2011) Source ISO/IEC/IEEE. 2011. *Systems and software engineering - Architecture description*. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC)/Institute of Electrical and Electronics Engineers (IEEE), ISO/IEC/IEEE 42010.	SEBoK 1.0.1
Function Allocation	Function allocation is a classic human factors method for deciding whether a particular function will be accomplished by a person, technology (hardware or software) or some mix of person and technology. To do this, the investigator considers error rates, fatigue, costs, hazards, technological feasibility, human values, ethical issues, and the desire of people to perform the function.	UsabilityBOK
Governance Body	A group of individuals with the right to create and enforce business policies applicable across business processes.	EBMM
Holism	(1) *The theory that parts of a whole are in intimate interconnection, such that they cannot exist or be understood independently of the whole.* (von Bertalanffy 1968) (2) *To take a Holistic view of a situation.* (von Bertalanffy 1968) Sources (1) and (2) von Bertalanffy, L. 1968. *General system theory: Foundations, development, applications,* Revised ed. New York, NY: Braziller.	SEBoK 1.0.1
Industry	An Industry is a classification of businesses that share the same basic value proposition and similar business models.	EBMM
Influencer	An Influencer is anything external to the business that has the potential for affecting the ability of the organization to fulfill its business model. An influencer exists independently of the organization. It's	EBMM

Term	Definition	Source
	influence may be directed at the organization (as in the case of a court of law adjudicating a lawsuit in which the organization is a plaintiff) or indirect (as in the case of a business trend that affects how customers view the products of the organization). Indirect influencers do not normally refer to the organization by name.	
Information Architecture	Set of rules that determine what, and how and where, information will be collected, stored, processed, transmitted, presented, and used. On the internet, information architecture means how a website's content is organized and presented to its users to facilitate navigation and search functions.	BusDictionary
Interface	A view or presentation of an object, service, or environment that a person (or group) interacts with, and the capabilities that provide for interaction across the interface.	UsabilityBOK
IT Architecture	Blueprints of the technologies, data structures, and applications that collectively comprise the information technology (IT) environment of an enterprise. Source: William Ulrich and Neal McWhorter, Business Architecture: The Art & Practice of Business Transformation, , Tampa: MK Press, 2011.	BIZBOK
Key Performance Indicator	A high-level metric which reflects a process or characteristic that is typically measured on a business leader's scorecard. (Source Microsoft IT Quality and Business Engineering) ITIL defines a KPI as: A Metric that is used to help manage a Process, IT Service or Activity. Many Metrics may be measured, but only the most important of these are defined as KPIs and used to actively manage and report on the Process, IT Service or Activity. KPIs should be selected to ensure that Efficiency, Effectiveness, and Cost Effectiveness are all managed	EBMM
Loose Coupling	*The relationship among element in a system in which events in various elements can occur independently* -- adapted from (Perrow 1999, 8) Source Perrow, C. 1999. *Normal Accidents.* Princeton, NJ: Princeton University Press.	SEBoK 1.0.1
Materiel	Equipment, apparatus or supplies that are of interest, without distinction as to its application for administrative or combat purposes.	DoDAF 2
Measure of Effectiveness	*The metrics by which an acquirer will measure satisfaction with products produced by the technical effort.* (IEEE 2005) Source	SEBoK 1.0.1

Term	Definition	Source
	IEEE. 2005. *IEEE Standard for Application and Management of the Systems Engineering Process.* New York, NY, USA: Institute for Electrical and Electronics Engineers (IEEE). IEEE 1220-2005.	
Measure of Performance	*An engineering performance measure that provides design requirements that are necessary to satisfy an MOE (measure of effectiveness).* (IEEE 2005) Source IEEE. 2005. *IEEE Standard for Application and Management of the Systems Engineering Process.* New York, NY, USA: Institute for Electrical and Electronics Engineers (IEEE). IEEE 1220-2005.	SEBoK 1.0.1
Mission	A written declaration of an organization's core purpose and focus that normally remains unchanged over time. Properly crafted mission statements (1) serve as filters to separate what is important from what is not, (2) clearly state the common threads that bind the business models, and (3) communicate a sense of intended direction to the entire organization. Derived. Sources: BusinessDictionary.com Alternative definition from the OMG Business Motivation Model A Mission indicates the ongoing operational activity of the enterprise. The Mission describes what the business is or will be doing on a day-to-day basis.	EBMM
Model	(1) *A physical, mathematical, or otherwise logical representation of a system, entity, phenomenon, or process.* (DoD 1998) (2) *A representation of one or more concepts that may be realized in the physical world.* (Friedenthal, Moore, Steiner 2009) (3) *A simplified representation of a system at some particular point in time or space intended to promote understanding of the real system.* (Bellinger 2004) (4) *An abstraction of a system, aimed at understanding, communicating, explaining, or designing aspects of interest of that system* (Dori 2002) (5) *A selective representation of some system whose form and content are chosen based on a specific set of concerns. The model is related to the system by an explicit or implicit mapping.* (Object Management Group 2010) Source	SEBoK 1.0.1

Term	Definition	Source
	(1) DoD. 1998. "'DoD Modeling and Simulation (M&S) Glossary" in *DoD Manual 5000.59-M*. Arlington, VA, USA: US Department of Defense. January. P2.13.22. Available at http://www.dtic.mil/whs/directives/corres/pdf/500059m.pdf (2) Friedenthal, S., A. Moore, and R. Steiner. 2009. *A Practical Guide to SysML: The Systems Modeling Language*. Needham, MA: OMG Press. (3) Bellinger, G. 2004. *Modeling & Simulation: An Introduction*. Accessed on 11 September 2012. Available at http://www.systems-thinking.org/modsim/modsim.htm. (4) Dori, D. 2002. *Object-Process Methodology: A Holistic System Paradigm*. New York, NY, USA: Springer. (5) Object Management Group. 2010. *MDA Foundation Model*. OMG document number ORMSC/2010-09-06.	
Model	A representation of a subject of interest. A model provides a smaller scale, simplified, and/or abstract representation of the subject matter. A model is constructed as a "means to an end". In the context of enterprise architecture, the subject matter is a whole or part of the enterprise and the end is the ability to construct "views" that address the concerns of particular stakeholders; i.e., their "viewpoints" in relation to the subject matter.	TOGAF 3
Modularity	*(1) Degree to which a system or computer program is composed of discrete components such that a change to one component has minimal impact on other components.* (ISO/IEC 2011) *(2) Software attributes that provide a structure of highly independent components.* (ISO/IEC/IEEE 2010) Sources (1) ISO/IEC. 2011. *Systems and software engineering - Systems and software Quality Requirements and Evaluation (SQuaRE) - System and software quality models.* Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC). ISO/ISO 25010:2011. (2) ISO/IEC/IEEE. 2009. *Systems and Software Engineering - System and Software Engineering Vocabulary (SEVocab).* Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC)/ Institute of Electrical and Electronics Engineers (IEEE). ISO/IEC/IEEE 24765:2009.	SEBoK 1.0.1
Operational Capability	*The ability of a system to perform in the intended operational environment, particularly with respect to meeting the requirements of its stakeholders.* (Created for SEBoK Source This definition was developed for the SEBoK.	SEBoK 1.0.1

Term	Definition	Source
Operational Scenario	*(1) Description of an imagined sequence of events that includes the interaction of the product or service with its environment and users, as well as interaction among its product or service components.* (ISO/IEC 2011) *(2) A set of actions or functions representing the dynamic of exchanges between the functions allowing the system to achieve a mission or a service.* (Created for SEBoK) *(3) Stories which describe the expected utilization of the future system in terms of actions.* (Created for SEBoK) Sources (1) ISO/IEC/IEEE. 2011. Systems and software engineering - Requirements engineering. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission/ Institute of Electrical and Electronics Engineers (IEEE), (IEC), ISO/IEC/IEEE 29148. (2) and (3) These definitions were developed for the SEBoK.	SEBoK 1.0.1
Opportunity	Exploitable set of circumstances with uncertain outcome, requiring commitment of resources and involving exposure to risk.	BusDictionary
Organization	A social unit of people, systematically structured and managed to meet a need or to pursue collective goals on a continuing basis. Source: www.BusinessDictionary.com	BIZBOK
Organization	A specific real-world assemblage of people and other resources organized for an on-going purpose.	DoDAF 2
Organization	Person or a group of people and facilities with an arrangement of responsibilities, authorities and relationships [adapted from ISO 9000:2005]	INCOSE
Outcome	The Effect of an Action that is important in a Strategy, Initiative, or Scorecard. (OMG BAWG). It is measured, and usually appears as part of a perspective.	EBMM
Pattern	Consistent and recurring characteristic or trait that helps in the identification of a phenomenon or problem, and serves as an indicator or model for predicting its future behavior.	BusDictionary
Pattern	*(1) An expression of an observed regularity.* *(2) A representation of similarities in a set or class of problems, solutions, or systems.* *(3) Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice. (Alexander 1979)* Source	SEBoK 1.0.1

Term	Definition	Source
	(1) and (2) Developed for the SEBoK (3) Alexander, C. 1979. The Timeless Way of Building. New York, NY, USA: Oxford University Press.	
Pattern	A technique for putting building blocks into context; for example, to describe a re-usable solution to a problem. Building blocks are what you use: patterns can tell you how you use them, when, why, and what trade-offs you have to make in doing so.	TOGAF 3
Performer	Any entity - human, automated, or any aggregation of human and/or automated - that performs an activity and provides a capability.	DoDAF 2
Persona	Fictional person created to model and describe the goals, needs, and characteristics of a specific type or group of users. Does not describe a real, individual user nor an average user. Often includes made-up personal details to make the fictional person more "real".	UsabilityBOK
Perspective	Derived from the notion of a "Balanced Scorecard," as pioneered by Kaplan and Norton, a perspective is a categorization of a business strategy or objective to one of a fixed list of "levels" of strategy, where strategies at any level support the strategies 'above" it and supported by the strategies "below" it. The notion of a perspective is to guide the thinking of the strategist to insure that strategies at each of the levels are considered and linked. Kaplan and Norton suggest that there are four perspectives: Financial, Customer, Internal, and Learning.	EBMM
Portfolio	A collection of projects or programs and other work that is grouped together to facilitate effective management.	BIZBOK
Portfolio	Pool of investments, collection of samples of an artist or other creative person, or group of complementary or supplementary products marketed together.	BusDictionary
Portfolio	*A collection of projects or programs and other work that are grouped together to facilitate effective management of that work to meet strategic business objectives. The projects or programs of the portfolio may not necessarily be interdependent or directly related.* (PMI 2008) Source PMI. 2008. *A Guide to the Project Management Body of Knowledge (PMBOK® Guide),* 4th ed. Newtown Square, PA, USA: Project Management Institute (PMI).	SEBoK 1.0.1
Portfolio Management	Centralized management of one or more portfolios that includes identifying, prioritizing, authorizing, managing, and controlling projects, programs, and other related work. Source: PMI, A Guide to the Project Management Body of Knowledge, 4th Edition, 2008.	BIZBOK
Portfolio Management	Administration of a pool of investments vehicles, selected on the basis of clearly articulated investment objectives (such as asset protection, capital enhancement, income), by an advisor or broker on behalf of a client.	BusDictionary

Term	Definition	Source
Portfolio Management	*The centralized organization and administration of one or more collections of projects, which includes identifying, prioritizing, authorizing, managing, and controlling projects, programs, and other related work, to achieve specific strategic business objectives.* (PMI 2008) Source PMI. 2008. *A Guide to the Project Management Body of Knowledge (PMBOK® Guide),* 4th ed. Newtown Square, PA, USA: Project Management Institute (PMI).	SEBoK 1.0.1
Principle	A generalized type of business driver, a principle is any statement that is thought, by senior leadership, to be useful guidance for the organization to consider when making business decisions. A Principle is different from a directive in that a principle, by itself, has no teeth. In order for an executive to place "force of law" around a principle, there must be directives, rules, and (often) business processes that insure that a principle is normally followed. The types of principles detailed in this model include mission statements and vision statements, but other types of principles exist and are commonly used.	EBMM
Principles	General rules and guidelines, intended to be enduring and seldom amended, that inform and support the way in which an organization sets about fulfilling its mission.	TOGAF 23
Product	A good, idea, method, information, object, or service that is the end result of a process and serves as a need or want satisfier. Source: www.BusinessDictionary.com	BIZBOK
Products and Services	This element of the business model describes the specific products and/or services offered by the business. It is important to recognize that the specific products or services developed must derive from customer demands in order to effectively provide revenue. This relationship, between [customer] demands and the products offered, is the central focus of marketing in many organizations.	EBMM
Program	A group of related projects managed in a coordinated way to obtain benefits and control not available from managing them individually.	BIZBOK
Program Management	The centralized, coordinated management of a group of projects to achieve the program's objectives and benefits. Source: PMI: A Guide to the Project Management Body of Knowledge, 4th Edition, 2008.	BIZBOK
Project	A temporary endeavor undertaken to create a unique product or service. Source: PMI, A Guide to the Project Management Body of Knowledge, 4th Edition, 2008.	BIZBOK
Project	A project can be defined as a temporary endeavor undertaken to create a unique product or service. Projects are different from other ongoing operations in an organization because unlike operations, projects have a definite beginning and an end - they have a limited duration.	EBMM

Term	Definition	Source
	Projects are critical to the realization of performing organization's business strategy because projects are a means by which strategy of the company is implemented. Projects also involve something that has not been done in the past, and are therefore unique. A product or service may be unique even if the category to which it belongs is large. For example, although several residential complexes have been built in the past, creation of a new house will be a project because each individual facility is unique - different location, design, resources working, owners etc. (Source PMI)	
Reference Architecture	An authoritative source of information about a specific subject area that guides and constrains the instantiations of multiple architectures and solutions.	DoD RA
Reference Architecture	A reference architecture models the abstract architectural elements in the domain of interest independent of the technologies, protocols, and products that are used to implement a specific solution for the domain. It … [stays] independent of any particular solution but instead applies to a class of solutions. It is possible to define reference architectures at many levels of detail or abstraction, and for many different purposes. A reference architecture is not a concrete architecture; i.e., depending on the requirements being addressed by the reference architecture, it generally will not completely specify all the technologies, components and their relationships in sufficient detail to enable direct implementation.	OASIS
Resilience	*Ability to adapt to changing conditions and prepare for, withstand, and rapidly recover from disruption.* (DHS 2010) Source DHS. 2010. *Department of Homeland Security Risk Lexicon," September 2010. Accessed on 11 September 2012. Available at http://www.dhs.gov/xlibrary/assets/dhs_risk_lexicon.pdf.*	SEBoK 1.0.1
Resilience	The ability of the system to maintain its macroscopic features… or the amount that an ecosystem can be perturbed without switching to a different state or type.	Webb-Levin
Resource	An economic or productive factor required to accomplish an activity, or as means to undertake an enterprise and achieve desired outcome. Three most basic resources are land, labor, and capital; other resources include energy, entrepreneurship, information, expertise, management, and time.	BusDictionary
Resource	Data, Information, Performers, Materiel, or Personnel Types that are produced or consumed.	DoDAF 2
Resource / Asset	A resource can represent anything that the business must employ, possess, or control in order to deliver on a required competency. Examples of a resource may be: • a person or group of people able to fulfill a particular role or mission • a building, office, suite, or store in which some activities are performed	EBMM

Term	Definition	Source
	• a physical asset used in the process of fulfilling a capability • materials or inputs to manufacturing • inventory of goods to be sold or distributed • inventory of services ready to be provisioned or provided • cash or equities • Intellectual Property	
Risk	One of the elements of a business model assessment, a risk is a type of potential impact to the organization that should be considered as part of a business judgment. The business model assessment is composed of one or more business judgments, and puts perspective around the model or models evaluated.	EBMM
Robustness	*The degree to which a system or component can function correctly in the presence of invalid inputs or stressful environmental conditions.* (ISO/IEC/IEEE 2010) Source ISO/IEC/IEEE. 2010. *Systems and Software Engineering - System and Software Engineering Vocabulary (SEVocab)*. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC)/ Institute of Electrical and Electronics Engineers (IEEE). ISO/IEC/IEEE 24765:2010.	SEBoK 1.0.1
Semantic Interoperability	*The ability to exchange data in such a way that the precise meaning of the data is readily accessible and the data itself can be translated by any system into a form that it understands.* (Adapted from Heflin and Hendler 2000) Sources Adopted from: Heflin, J. and J. Hendler. 2000. "Semantic Operability on the Web". *Extreme Markup Languages.* Accessed 7 September 2012. Available at: http://www.cs.umd.edu/projects/plus/SHOE/pubs/extreme2000.pdf.	SEBoK 1.0.1
Service	Intangible products such as accounting, banking, cleaning, consultancy, education, insurance, expertise, medical treatment, or transportation. Source: www.BusinessDictionary.com	BIZBOK
Service	A valuable action, deed, or effort performed to satisfy a need or to fulfill a demand.	BusDictionary
Service	*An activity required by one or more users who have agreed on the terms of outcomes and quality of service without details to how it is provided. A service is also, simply put, an act of help or assistance. In a more formal sense: Services are activities that cause a transformation of the state of an entity (people,*	SEBoK 1.0.1

Term	Definition	Source
	product, business, and region or nation) by mutually agreed terms between the service provider and the customer. (Chang 2010) Source Chang, C. M. 2010. *Service Systems Management and Engineering: Creating Strategic Differentiation and Operational Excellence.* New York, NY, USA: John Wiley & Sons, Inc. ISBN 978-0-470-42332-5.	
Service Level Agreement	A service level agreement is a contract made between two business units, where one business unit provides a service to another. The contract describes specific measures by which the service provider's performance will be measured, as well as acceptable ranges of those measures that the consumer would find acceptable.	EBMM
Service Port	A part of a Performer that specifics a distinct interaction point through which the Performer interacts with other Performers. This isolates dependencies between performers to particular interaction points rather than to the performer as a whole.	DoDAF 2
Social System	*An open system which includes human elements.* (Created for SEBoK) Source This definition was developed for the SEBoK.	SEBoK 1.0.1
Sociotechnical System	*An engineered system which includes a combination of technical and human or natural elements.* (Created for SEBoK) Source This definition was developed for the SEBoK.	SEBoK 1.0.1
Stakeholder	An internal or external individual or organization with a vested interest in achieving value through a particular outcome.	BIZBOK
Stakeholder	A party having a right, share or claim in a system or in its possession of characteristics that meet that party's needs and expectations	INCOSE
Stakeholder	(1) *Party having a right, share or claim in a system or in its possession of characteristics that meets that party's needs and expectations.* (ISO/IEC 2008) (2) *Individual or organization having a right, share, claim, or interest in a system or in its possession of characteristics that meet their needs and expectations; N.B. Stakeholders include, but are not limited to end users, end user organizations, supporters, developers, producers, trainers, maintainers, disposers, acquirers, customers, operators, supplier organizations and regulatory bodies.* (ISO/IEC June 2010)	SEBoK 1.0.1

Term	Definition	Source
	(3) *An individual, team, or organization (or classes thereof) with interests in, or concerns relative to, a system.* (ISO/IEC 2007) Source (1) ISO/IEC. 2008. *Systems and Software Engineering - System Life Cycle Processes*. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC), ISO/IEC 15288:2008 (E). (2) ISO/IEC. June 2010. *Software and Systems Engineering -- Life Cycle Processes -- Requirements Engineering*. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC), ISO/IEC CD 29148. (3) ISO/IEC. 2007. *Systems Engineering--Application and Management of the Systems Engineering Process*. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC), ISO/IEC 26702:2007.	
Strategy	The pattern or plan that integrates an organization's major goals, policies, and action sequences into a cohesive whole. Source: J. B. Quinn, Strategies for Change: Logical Incrementalism, Homewood: Richard D. Irwin, Inc., 1980.	BIZBOK
Success Metric / Measure	A success metric is a measurable value or range of values that a key performance indicator may fall into. It that describes, in quantifiable terms, the successful outcome of a strategy or business initiative. One type of Success Metric is a CTQ. A CTQ (Critical to Quality) is the measureable aspect of the customer experience that is addressed by a process improvement project. The CTQs are identified as a result of gathering the Voice of the Customer. alias: Critical To Quality (CTQ), Customer Input KPI, Success Metric, Target Measure	EBMM
System Interaction Point	A system interaction point is a specific point in a business process where contact occurs between people and systems. A survey of use cases must start with the list of system interaction points that apply to a particular system. Note that a system interaction can involve more than one system at the same interaction point. An example would be where a customer is entered into a customer management system, producing the customer id, and then an order is entered into another system referencing the customer id.	EBMM

Term	Definition	Source
	The presence of a system interaction point drives the need for an application feature. Where a proposed change is driven by a business initiative, that change could potentially drive changes to zero, one, or more system interaction points. Those changes would impact applications.	
System of Systems	*(1) Two or more systems that are separately defined but operate together to perform a common goal.* (Checkland 1999) *(2) an assemblage of components which individually may be regarded as systems, and which possess two additional properties:* *(a) Operational Independence of the Components: If the system-of-systems is disassembled into its component systems the component systems must be able to usefully operate independently. That is, the components fulfill customer-operator purposes on their own.* *(b) Managerial Independence of the Components: The component systems not only can operate independently, they do operate independently. The component systems are separately acquired and integrated but maintain a continuing operational existence independent of the system-of-systems.* (Maier 1998, 267-284) *(3) System-of-systems applies to a system-of-interest whose system elements are themselves systems; typically these entail large scale inter-disciplinary problems with multiple, heterogeneous, distributed systems.* (INCOSE 2012) Source (1) Checkland, P. B. 1999. *Systems Thinking, Systems Practice*. Chichester, UK: John Wiley & Sons Ltd. (2) Maier, M. W. 1998. "Architecting principles for systems-of-systems." *Systems Engineering, the Journal of the International Council on Systems Engineering (INCOSE)* 1 (4). (3) INCOSE. 2012. *Systems Engineering Handbook: A Guide for System Life Cycle Processes and Activities*, version 3.2.2. San Diego, CA, USA: International Council on Systems Engineering (INCOSE), INCOSE-TP-2003-002-03.2.2	SEBoK 1.0.1
System Quality Attribute	Measurable attributes of software that combine to describe a desired level of quality for a system. These attributes include Availability, Efficiency, Flexibility, Integrity, Interoperability, Maintainability, Portability, Reliability[,] Reusability, Robustness, Testability, and Usability. Selecting the attributes to apply to a particular system often requires tradeoffs, requiring the system customer to set priorities for which attributes should be considered relevant to describe the quality of the particular system.	EBMM

Term	Definition	Source
Systemic	*(1) Something that is spread throughout, affecting a group or system as a whole, system-wide.* (Oxford English Dictionary 2012) *(2) Systemics: An initiative to study systems from a holistic point of view. It is an attempt at developing logical, mathematical, engineering and philosophical paradigms and frameworks in which physical, technological, biological, social, cognitive, and metaphysical systems can be studied and modeled.* (Bunge 1979) Sources (1) Oxford English Dictionary. 2012. (2) Bunge, M. 1979. *A world of systems.* Dordrecht, Holland: D. Reidel.	SEBoK 1.0.1
System-of-systems	System of systems applies to a system-of-interest whose system elements are themselves systems; typically these entail large scale inter-disciplinary problems with multiple, heterogeneous, distributed systems.	INCOSE
Usability	Usability is the degree to which something - software, hardware or anything else - is easy to use and a good fit for the people who use it.	UsabilityBOK
Use Case / User Story	A use case defines a sequence of actions a solution performs that yields an observable result of value to a particular actor. The use case contains main, alternative, and exception flows of events. The functionality of a system is defined by different use cases, each of which represents a specific flow of events. The description of a use case defines what happens in the system when the use case is performed.	EBMM
Value	The benefit that is derived by an organization's stakeholder while interacting with that organization.	BIZBOK
Value	(1) *Value: the regard, merit, importance or worth given to something. It is the basis for showing a preference i.e. making a choice.* (Penguin Dictionary of Civil Engineering) (2) *Numerical or categorical result assigned to a base measure, derived measure or indicator.* (PSM 2010; ISO/IEC/IEEE 2007) (3) *A measure of worth (e.g., benefit divided by cost) of a specific product or service by a customer, and potentially other stakeholders;* (McManus 2005) Source (1) Penguin Dictionary of Civil Engineering (2) PSM. 2010. *Practical Software and Systems Measurement: A Foundation for Objective Project Management*. version 4.0 ed. Bethesda, MD, USA: Practical Software and Systems Measurement (PSM).	SEBoK 1.0.1

Term	Definition	Source
	ISO/IEC/IEEE. 2007. *Measurement Process*. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC)/Institute of Electrical & Electronics Engineers (IEEE), ISO/IEC/IEEE 15939. (3) McManus, H. L. 2005. *Product Development Value Stream Mapping Manual*, release 1.0. Boston, MA, USA: Lean Aerospace Initiative (LAI)/Massachusetts Institute of Technology (MIT), PVDSM Manual 1.0.	
Value Chain	Depicts major segments of the business that contribute to the lifecycle of a product to deliver value to the customer. Source: Michael Porter, Competitive Advantage: Creating and Sustaining Superior Performance, New York: The Free Press, 1985.	BIZBOK
Value Chain	A value chain is a term used to refer to model of value streams. Defined by Michael Porter, a value chain breaks out the various value streams into categories. Note that a value chain typically divides value streams into two types: core and supporting. A single value stream may map to more than one category of core or more than one category of supporting, but never into both core and supporting. While Porter defined a generic model, industry specific models exist that reflect the terminology common to specific industries.	EBMM
Value Proposition	The central notion of a business model, the value proposition describes how the business, through its activities, adds value to the consumer or marketplace. The Value proposition binds together the notions of customer demands, required competencies, revenue models and business partnerships. It is a statement from the viewpoint of the target customers that informs everyone "why" the business' products and services are valuable.	EBMM
Value Stream	An end-to-end collection of activities that create a result for a customer, who may be the ultimate customer or an internal end-user of the value stream. Source: Ralph Whittle and Conrad Myrick, Enterprise Business Architecture: The Formal Link between Strategy and Results, Boca Raton: Auerbach, 2005.	BIZBOK
Value Stream	A value stream is a sequence of business processes the boundaries of which are typically defined by business transactions. They represent end-to-end sequences such as "order to cash" or "idea to available product"	EBMM
Value System	A value system is a model illustrating the interactions of value streams in one or more suppliers, the value chain(s) of the enterprise itself, and the downstream channel partners all the way to the consumer of the enterprise' goods.	EBMM
View	*A representation of a system from the perspective of a viewpoint.* (OMG 2010)	SEBoK 1.0.1

Term	Definition	Source
	Source OMG. 2010. *OMG Systems Modeling Language (OMG SysML™), Version 1.3*. Needham, MA, USA: Object Management Group. Accessed on 11 September 2012. Available at http://www.omg.org/technology/documents/domain_spec_catalog.htm#OMGSysML - derived from IEEE 1471.	
View	The representation of a related set of concerns. A view is what is seen from a viewpoint. An architecture view may be represented by a model to demonstrate to stakeholders their areas of interest in the architecture. A view does not have to be visual or graphical in nature.	TOGAF 3
Vision	An end that describes the future state of the enterprise, without regard to how it is to be achieved; a mental image of what the future will or could be like	DoDAF 2
Vision	A vision is a statement or compound group of statements that describes the state of success for an enterprise. It is often described from the viewpoint of the customers or stakeholders in the enterprise. For example, a retailer of electronics could describe their vision as follows: "to be the most trusted, reliable, and cost-competitive source of electronic products in the Greater Seattle area." Alternative definition from the OMG Business Motivation Model: A Vision describes the future state of the enterprise, without regard to how it is to be achieved. A Vision is the ultimate, possibly unattainable, state the enterprise would like to achieve. A Vision is often compound, rather than focused toward one particular aspect of the business problem.	EBMM

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