Enterprises as model-driven systems

Henderik A. Proper





My research interests

The science, practice, and art of domain modelling

In particular: model-driven systems in an enterprise context

Return on Modelling Effort (RoME)

Agenda

Enterprises & models

Models in enterprises

Models & enterprises in the digital age

Agenda

Enterprises & models

Models in enterprises

Models & enterprises in the digital age

What is an enterprise?

Companies

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A purpose-driven system

The purpose being its enterprise















What is a model?

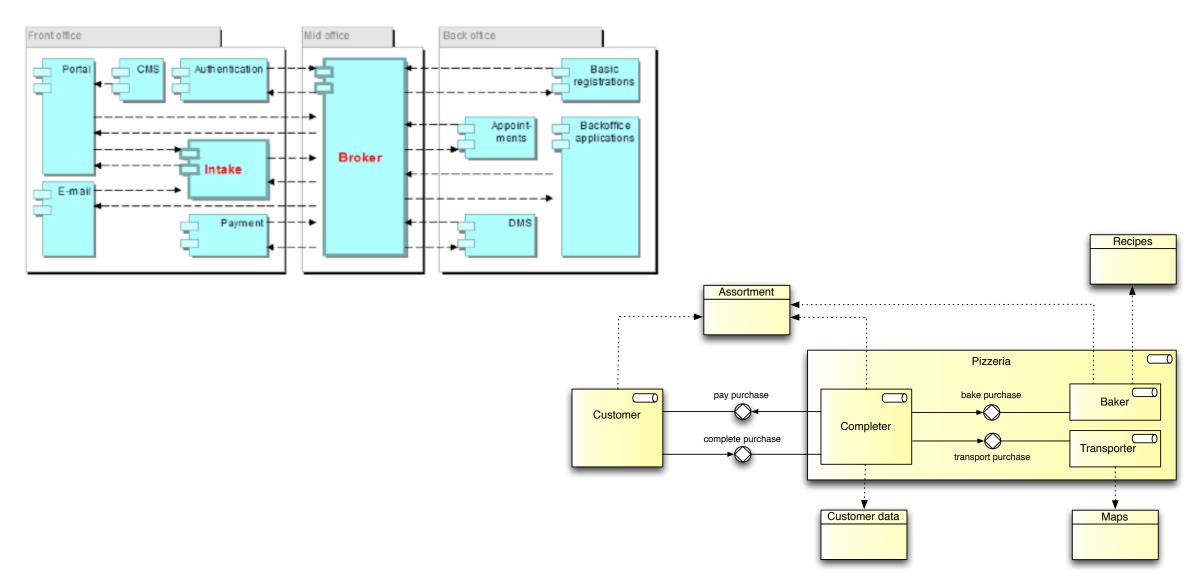


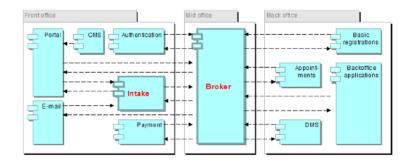


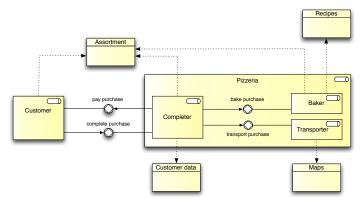


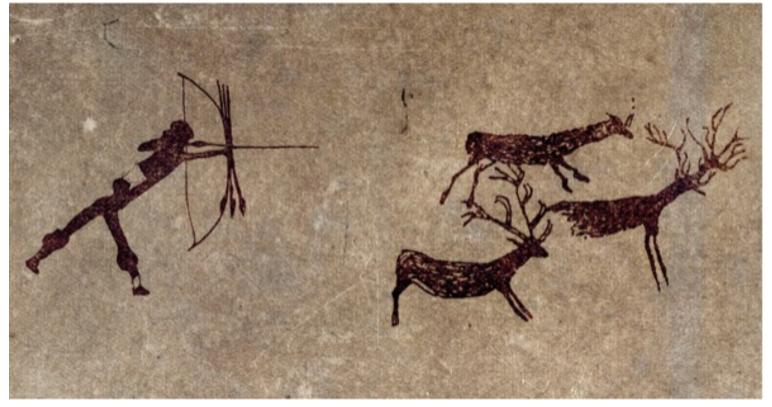
"Naturally, they [engineers] are looking for forms and practices of design they are familiar with"

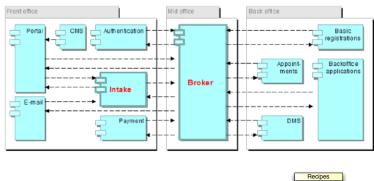
S. Junginger. Organizational Design Legacies & Service Design. Design Journal, 2015. Special Issue: Emerging Issues in Service Design.

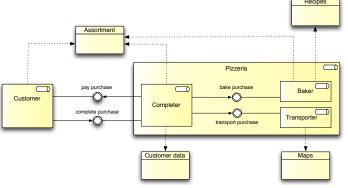


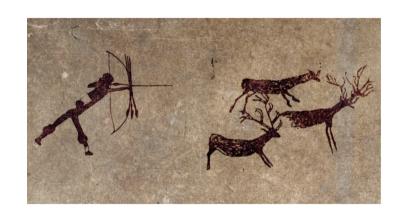




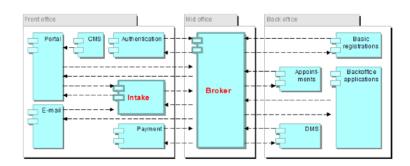


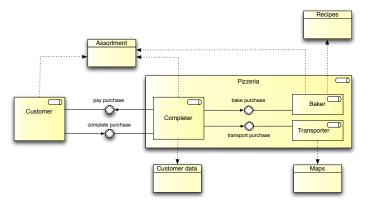














8. Develop Product Concept

Based on the product requirements and specifications, multiple product concepts are developed that can potentially satisfy those requirements. Brainstorming and other creativity techniques are used to generate a range of concept alternatives. These concepts are analyzed with respect to the product requirements as well as the existing technology portfolio, company capabilities, and business strategy in order to select the most promising architecture. The architecture is refined and the best aspects of other concepts are synthesized into the concept.

Tasks

- 1. Brainstorm and develop top-level product or system concepts to satisfy product requirements.
- Analyze, evaluate and select a preferred product concept considering product requirements, company technology and capabilities, development risks, and business strategy.
- 3. Partition the system into subsystems or modules (and derive subsystem requirements
- 4. Brainstorm and develop subsystem concepts to satisfy lower-level requirements.
- Analyze, evaluate and select subsystem concepts considering requirements, company technology and capabilities, development risks, and business strategy.
- 6. Identify need for risk-reduction development or investigation and launch effort.
- Document the concept.

Inputs

1. Product requirements document

Outputs/Deliverables

- 1. Product concept block diagram
- 2. Layout drawing
- 3. Concept selection matrix

Personnel Involved

Marketing Project Mana

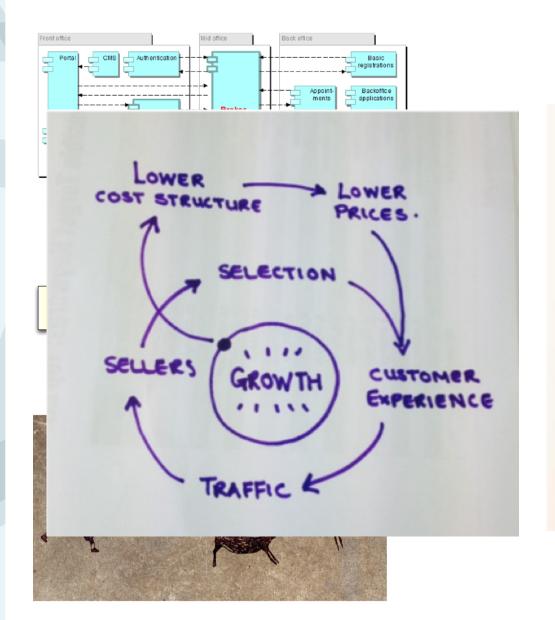
Project Manager

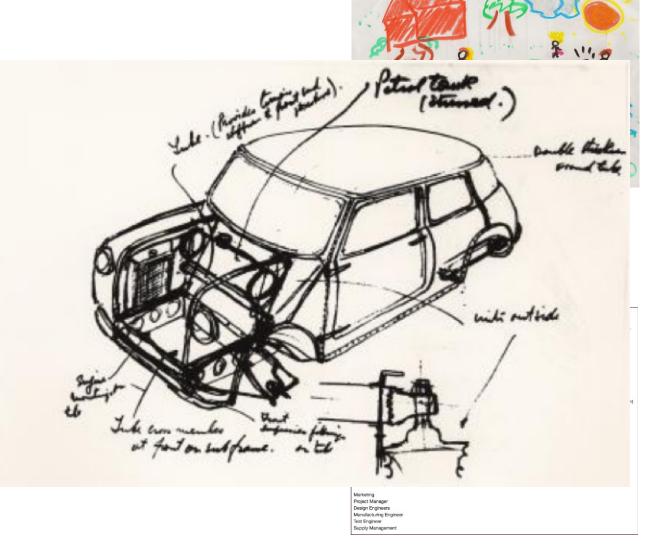
Design Engineers

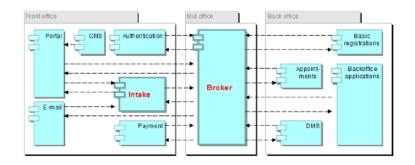
Manufacturing Engineer

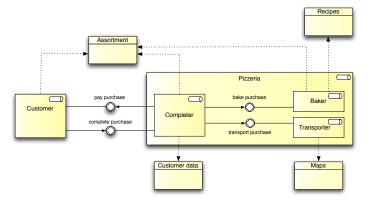
Test Engineer

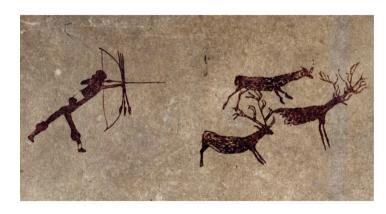
Supply Management



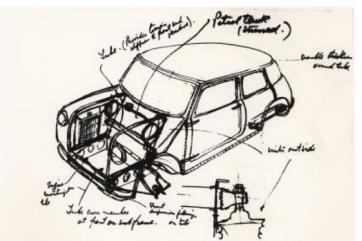














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- 1. Brainstorm and develop top-level product or system concepts to satisfy product requirements.
- 2. Analyze, evaluate and select a preferred product concept considering product requirements, company technology and
- 3. Partition the system into subsystems or modules (and derive subsystem requirements 4. Brainstorm and develop subsystem concepts to satisfy lower-level requirements.
- 5. Analyze, evaluate and select subsystem concepts considering requirements, company technology and capabilities, development
- 6. Identify need for risk-reduction development or investigation and launch effort. Document the concept.

1. Product requirements document

- 1. Product concept block diagram
- 2. Layout drawing
- 3. Concept selection matrix

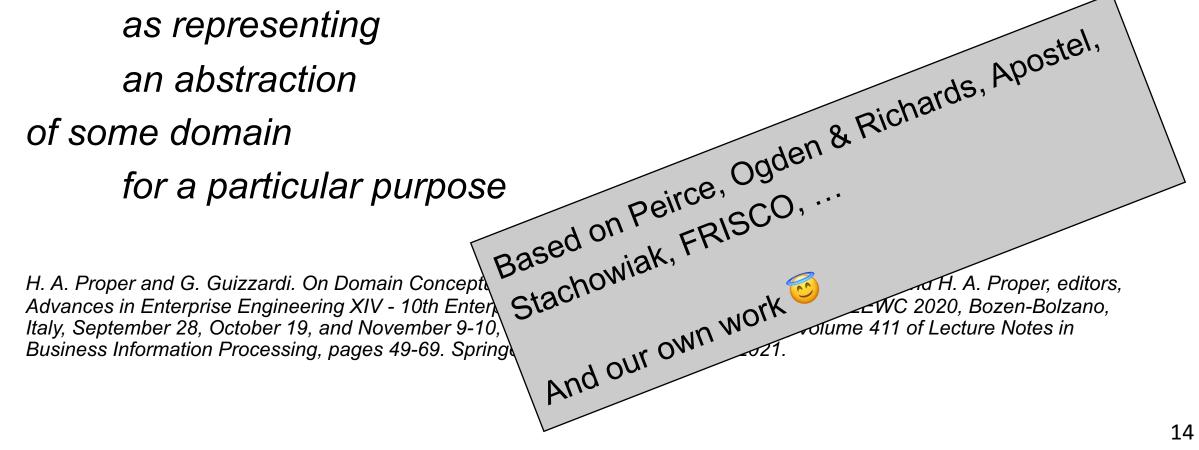
Project Manager

Design Engineers Manufacturing Engineer

Test Engineer

Supply Management

a social artifact that is: acknowledged by an observer as representing



Conceptual versus utilisation-design

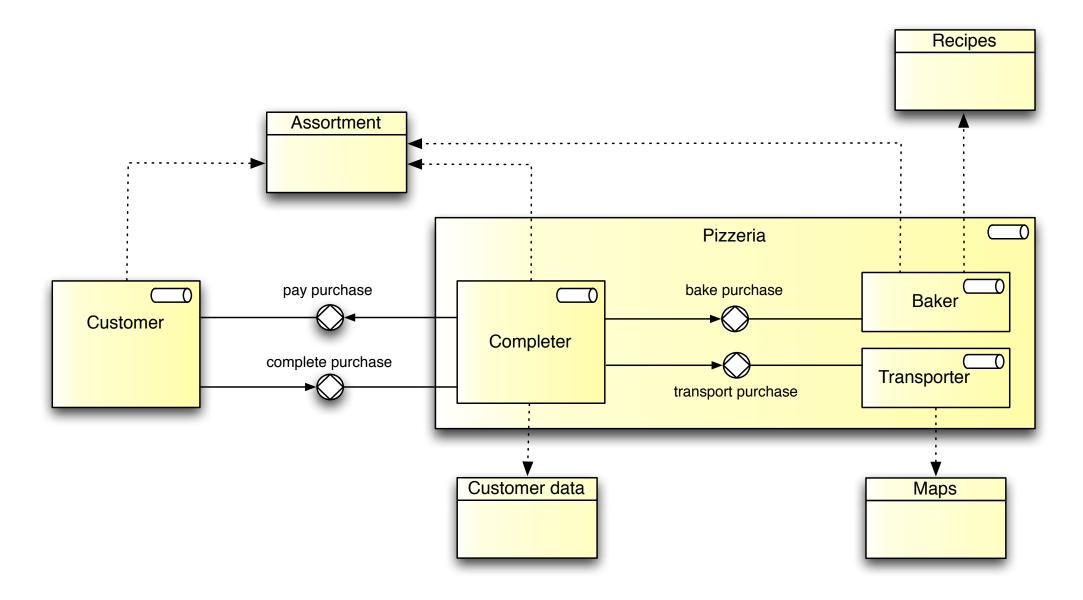
Conceptual domain model:

 A domain model that aims to be an as true as possible representation of the concepts and relations as identified in the domain

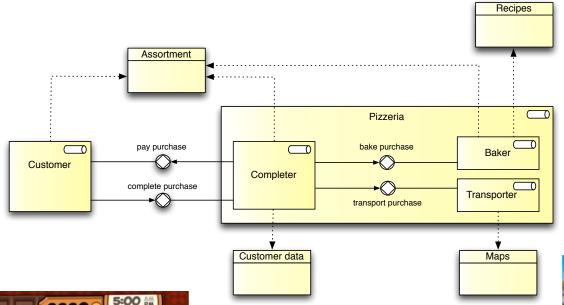
Utilisation-design domain model:

 A domain model that has a representation that is suitable for some computational or experiential purpose, which may compromise the conceptual truefulness

Conceptual versus utilisation-design



Conceptual versus utilisation-design







Agenda

Enterprises & models

Models in enterprises

Models & enterprises in the digital age

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Understand the working of an existing enterprise and / or its environment

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Assess an existing enterprise in relation to e.g. a benchmark or a reference model

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Diagnose the causes of an identified problem in an enterprise and / or its environment

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Express different design alternatives, and analyse properties of the desired design of an enterprise

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Guidance, specification, or explanation during the realisation of a (future) design of an enterprise

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Guidance, specification, or explanation for the actors involved *in* the operations of an enterprise

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Externally formulated regulation on the operational behaviour of an enterprise

"Naturally, they [engineers] are looking for forms and practices of design they are familiar with"

"design conversations"

S. Junginger. Organizational Design Legacies & Service Design. Design Journal, 2015. Special Issue: Emerging Issues in Service Design.

"design conversations"

S. Junginger. Organizational Design Legacies & Service Design. Design Journal, 2015. Special Issue: Emerging Issues in Service Design.

"authoring the organisation"

J. R. Taylor and E. J. Van Every. When Organization Fails: Why Authority Matters. Routledge, London, United Kingdom, 2004.

"boundary objects"

R. Abraham, H. Niemietz, S. de Kinderen, and S. Aier. Can boundary objects mitigate communication defects in enterprise transformation? Findings from expert interviews. In R. Jung and M. Reichert, editors, Proceedings of the 5th International Workshop on Enterprise Modelling and Information Systems Architectures, EMISA 2013, St. Gallen, Switzerland, September 5-6, 2013, volume 222 of Lecture Notes in Informatics, pages 27-40. Gesellschaft für Informatik, Bonn, Germany, 2013.

Coherent

Continuous

Coordinated

Evidence-enabled

Coherent

Continuous

Coordinated

Evidence-enabled

Models to ensure alignment & integration of all relevant aspects

Coherent

Continuous

Models to report / plan / design all changes; not just by projects

Coordinated

Evidence-enabled

Coherent

Continuous

Coordinated

Evidence-enabled

Coordination in terms of models among relevant stakeholders and change efforts

Coherent

Continuous

Coordinated

Evidence-enabled

Models to enable informed decision making, based on evidence

Coherent

Continuous

Coordinated

Evidence-enabled

Models to enable informed decision making, based on evidence

The role of domain models

Coherent

Continuous

Coordinated

Evidence-enabled

Understand

Assess

Diagnose

Design

Realise

Operate

Regulate

Model-driven

ROME

People centered

Agenda

Enterprises & models

Models in enterprises

Models & enterprises in the digital age

An increasing role for IT

From automation of information processing



via automation of business processes



to being an integral part of the business model



Challenges in the digital age

Agility

Compliance

Anti-fragility

Robustness

Efficiency



Challenges in the digital age

Agility

Robustness

Compliance

Efficiency

Anti-fragility

Design-time = run-time

Agile enterprise

Real-time enterprise

DevOps

Continuous engineering



Increasing role of model-driven systems

Agility

Robustness

Compliance

Efficiency

Anti-fragility

BP Management

Model-driven engineering

Low code; High models

DevOps

Agile enterprise

Real-time enterprise

Continuous engineering

Design-time = run-time

Enterprise analytics

EA Management

Digital twins

xΑ



Opportunities for model-driven systems

Agility

Robustness

Compliance

Efficiency

Anti-fragility

Process & rule engines

Al assistance

Enterprise mining

Model-driven engineering

Low code; High models

BP Management

Enterprise analytics

EA Management

Digital twins

XAI

DevOps

Agile enterprise

Real-time enterprise

Continuous engineering

Design-time = run-time

Simulation & animation

Collaboration engineering

Advanced Uls



Towards an integrated concept

Agility
Robustness
Compliance
Efficiency
Anti-fragility

DevOps
Agile enterprise
Real-time enterprise
Continuous engineering
Design-time = run-time



Model-driven engineering
Low code; High models
BP Management
Enterprise analytics
EA Management
Digital twins
xAI

Enterprise mining
Process & rule engines
Advanced UIs
Al assistance
Collaboration engineering
Simulation & animation



Model-driven enterprises

Agenda

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