

Transform With Precision

Living Blueprints for Enterprise IT



The **Blueprint 4IT Lifecycle** suite enables IT to plan and implement with an unprecedented degree of precision needed to ensure desired system outcomes. Blueprinting enables IT to reduce complexity, respond to change, lower execution risk and expand service delivery.

Adaptivity's Blueprint 4IT Lifecycle Suite:

IT Planning & Design Studios

- Portfolio Coverage
- Forensic Analysis
- Capability Risk Assessment
- Resource Dependency Discovery
- •Resource Inventory Discovery
- Consumption Demographics
- Optimization Playbooks
- •Fit-for-Purpose Platform Design
- Demand Based SLAs
- •Comprehensive Initiative Reporting
- •Roadmap and Build Plans
- Financial Modeling Analysis

Algorithmic Design Engine

- Application Patterns
- Decision Support Analytics
- Blueprint Templates
- Blueprint Library
- Knowledge Module
- Workload Profiles
- Known Problems Database
- Rules Database
- Dynamic Server Graphics
- Blueprint Development Kit (BDK)

Process Automation

- •Dynamically Generate IT Blueprints
- •Customize IT Solution Roadmap
- Embed Knowledge Capital in IT Design & Deployment Process
- Integrate Actions Across Build and Deployment Lifecycles

Blueprint 4IT Value Transformation Journey			
Phases	Align & Control	Prescribe & Optimize	Integrate & Sustain
Problems Address	What is True Picture of Demand? How to Rationalize Supply? How to Prioritize?	What are my options? How do I get there? How to leverage best practices?	How do I ensure what is asked is delivered? How do I create consistent & repeatable deployment actions and results?
BP4IT Key Capabilities	Automated Modeling of Business Functions, Applications, Workloads & User Demographics	Automated Design & Deployment Decision Support	Process Automation Lifecycle Integration Automated Traceability
BP4IT Business Value Created	Reduce Planning Costs Faster Time to Decision	Faster Time to Value Reduce Implementation Risk Improved Productivity	Enhance Growth/Cost Efficiencies Improve Throughput & Quality of Execution