ArchiMate® 3.0

Business layer

- **Business Actor** — A business entity that is capable of performing behavior
- **Business Collaboration** — An aggregate of two or more business internal active structure elements that work together to perform collective behavior
- **Business Service** — An explicitly defined exposed business behavior
- **Business Interaction** — A unit of collective business behavior performed by (a collaboration of) two or more business roles
- **Business Event** — A business behavior element that denotes an organizational state change
- **Business Object** — A concept used within a particular business domain
- **Representation** — A perceptible form of the information carried by a b. object
- **Business Role** — A responsibility for performing specific behavior, to which an actor can be assigned, or the part an actor plays in a particular action or event.
- **Business Interface** — A point of access where a business service is made available to the environment
- **Business Process** — A sequence of business behaviors that achieves a specific outcome such as a defined set of products or business services
- **Business Function** — A collection of business behavior based on a chosen set of criteria (typically required business resources and/or competences)
- **Product** — A coherent collection of services and/or passive structure elements, accompanied by a contract/set of agreements, which is offered as a whole to customers
- **Contract** — A formal or informal specification of an agreement between a provider and a consumer that specifies the rights and obligations associated with a product and establishes functional and non-functional parameters for interaction

Application layer

- **Application Component** — An encapsulation of application functionality aligned to implementation structure, which is modular and replaceable. It encapsulates its behavior and data, exposes services, and makes them available through interfaces.
- **Application Collaboration** — An aggregate of two or more application components that work together to perform collective application behavior.
- **Application Service** — An explicitly defined exposed application behavior
- **Application Interaction** — A unit of collective application behavior performed by (a collaboration of) two or more application components
- **Application Event** — An application behavior element that denotes a state change
- **Data Object** — Data structured for automated processing
- **Application Interface** — A point of access where application services are made available to a user, another application component, or a node
- **Application Process** — A sequence of application behaviors that achieves a specific outcome
- **Application Function** — An automated behavior that can be performed by an application component

Technology layer

- **Node** — A computational or physical resource that hosts, manipulates, or interacts with other computational or physical resources
- **Technology Collaboration** — An aggregate of two or more nodes that work together to perform collective technology behavior
- **Technology Service** — An explicitly defined exposed technology behavior
- **Technology Interaction** — A unit of collective technology behavior performed by (a collaboration of) two or more nodes
- **Technology Event** — A technology behavior element that denotes a state change
- **Artifact** — A piece of data that is used or produced in a software development process, or by deployment and operation of an IT system
- **Device** — A physical IT resource upon which system software and artifacts may be stored or deployed for execution
- **Technology Interface** — A point of access where technology services offered by a node can be accessed
- **Technology Process** — A sequence of technology behaviors that achieves a specific outcome
- **Technology Function** — A collection of technology behavior that can be performed by a node
- **System Software** — Software that provides or contributes to an environment for storing, executing, and using software or data deployed within it
- **Path** — A link between two or more nodes, through which these nodes can exchange data or material
- **Communication Network** — A set of structures and behaviors that connects computer systems or other electronic devices for transmission, routing, and reception of data or data-based communications such as voice and video

Physical elements

- **Equipment** — One or more physical machines, tools, or instruments that can create, use, store, move, or transform materials
- **Facility** — A physical structure or environment
- **Distribution Network** — A physical network used to transport materials or energy
- **Material** — Tangible physical matter or physical elements

Strategy elements

- **Resource** — An asset owned or controlled by an individual or organization
- **Capability** — An ability that an active structure element, such as an organization, person, or system, possesses
- **Course of Action** — An approach or plan for configuring some capabilities and resources of the enterprise, undertaken to achieve a goal

Motivation elements

- **Stakeholder** — The role of an individual, team, or organization (or classes thereof) that represents their interests in the outcome of the architecture
- **Driver** — An external or internal condition that motivates an organization to define its goals and implement the changes necessary to achieve them
- **Assessment** — The result of an analysis of the state of affairs of the enterprise with respect to some driver
- **Goal** — A high-level statement of intent, direction, or desired end state for an organization and its stakeholders
- **Outcome** — An end result that has been achieved
- **Principle** — A qualitative statement of intent that should be met by the architecture
- **Requirement** — A statement of need that must be met by the architecture
- **Constraint** — A factor that prevents or obstructs the realization of goals
- **Meaning** — The knowledge or expertise present in, or the interpretation given to, a core element in a particular context
- **Value** — The relative worth, utility, or importance of a core element or an outcome

Implementation and Migration elements

- **Work Package** — A series of actions identified and designed to achieve specific results within specified time and resource constraints
- **Deliverable** — A precisely-defined outcome of a work package
- **Implementation Event** — A behavior element that denotes a state change related to implementation or migration
- **Plateau** — A relatively stable state of the architecture that exists during a limited period of time
- **Gap** — A statement of difference between two plateaus

Relationships

Structural
- Composition
- Assignment
- Aggregation
- Realization

Dependency
- Serving
- Access
- +/- Influence

Dynamic
- Triggering
- Flow

Other
- Association
- Specialization
- Junction (and)
- Junction (or)

Composite elements

- **Location** — A place or position where structure elements can be located or behavior can be performed
- **Grouping** — Aggregates or composes concepts that belong together based on some common characteristic

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