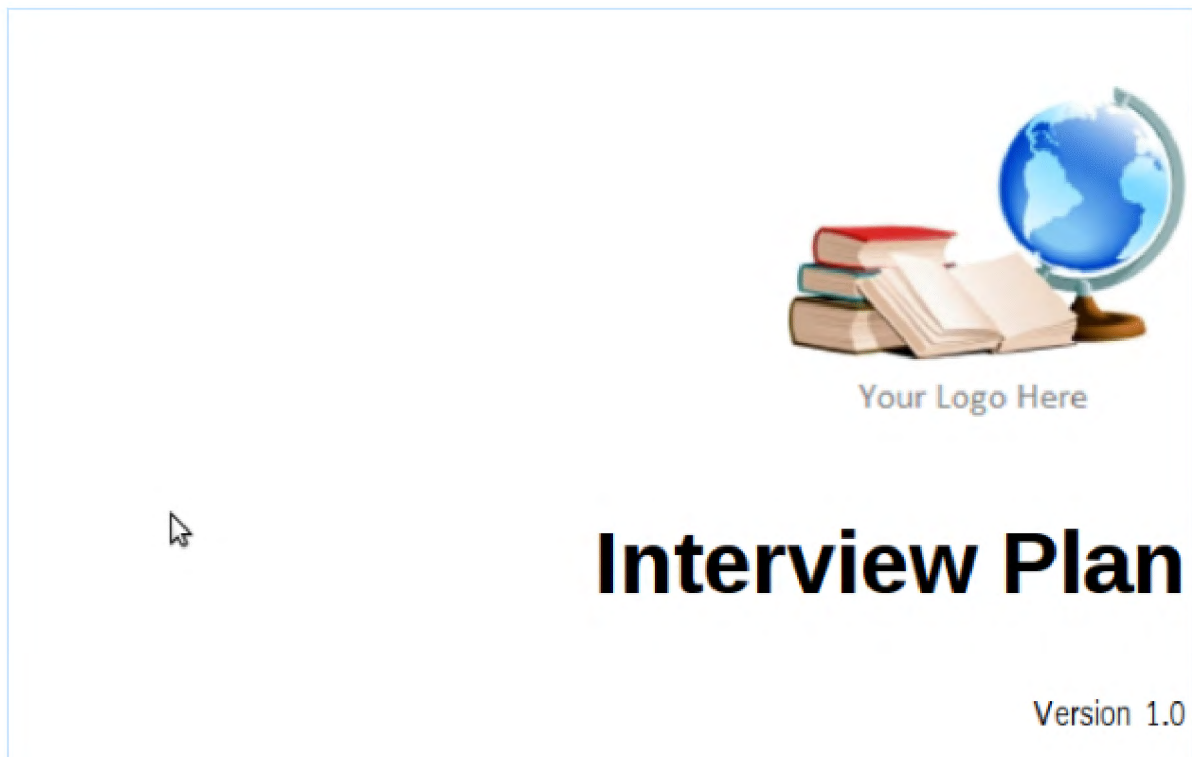
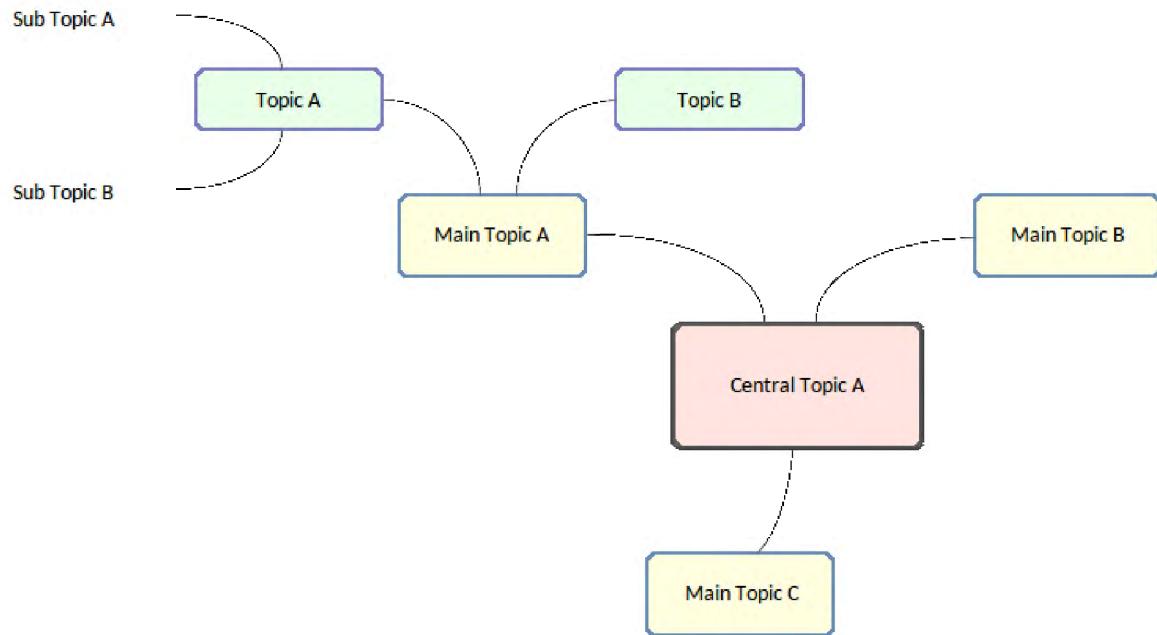


## Interviews

The *Interviews* pattern creates a document that can be used for planning the interview and recording more formal results and a mind mapping diagram that can be used for conducting the interview and recoding the ideas visually. A central topic can be decomposed into Main Topics which in turn can be related to Topics and then Sub Topics.



*Figure 1. Shows the title page of the document allowing a company logo to be inserted.*



*Figure 2. Shows a Mind Mapping diagram with a Central Topic and a number of levels of elements organized into a hierarchy to record the ideas that surface during or after an interview.*

## Discussion

The purpose of the pattern is to allow Business Analysts and other stakeholder to create an interview plan that can be used to communicate the purpose and topics of the interview with the group of stakeholders who will attend. It also allows the analyst to record the ideas that surface during an interview visually in a mind mapping diagram.

The pattern can be used to plan an interview and to document the ideas that surface during an interview. The interview can be aimed at the elicitation of Strategies, Business Rules, Requirements, or any reason that requires the transfer of information from one or more interviewees. The attendees can be business or technical stakeholders or subject matter experts from industry.

The following is a list of some things you may want to do when working with this pattern.

- Change the name of the diagram to suit the initiative.
- Change the names of the elements to suit the initiative.
- The Mind Mapping diagram can be extended with other elements to visualize the ideas being described.
- Notes can be added to each element and other model elements can be related to the elements in the diagram.

The following is a list of some of the next steps available when applying the pattern.

- The elements in the diagram including topics and sub topics can be related to other elements in the model effectively creating traceability back to the ideas that were first articulated in the brain storming session.
- Color can be added to the diagram to make it more appealing.
- Images can be added to the diagram where applicable.

## Reference

The following help topics will assist you learn about how to work with this pattern.

[Interviews](#)

[Workshops](#)

[Mind Mapping Diagram](#)

[Business Analysis Body of Knowledge \(BABOK\)](#)

[Traceability Tools](#)

[Documentation](#)

The following are some of the tools that will be helpful when working with this pattern.

[Calendar](#)

The Calendar provides a way to record and present important temporal information such as events and meetings in calendar format. Collaborative Games can be entered into the Calendar and setup as recurring if needed. Event subtypes can be configured to

add Collaborative Games as a Meeting Type. For more details see the [Calendar](#) help topic.

#### Model Mail

Model Mail can be used to notify and remind people of a Collaborative Game and to notify them after the game has been played about outcomes and decisions and required actions. Links to model elements and diagrams, matrices, team reviews and a variety of other items can be added.. For more details see the [Model Mail](#) help topic.

#### Element Discussions

The Element Discussion facility is a fully featured collaboration tool allowing modelers and model viewers and reviewers to communicate with each other directly inside the repository. Modelers using the full client or occasional viewers using WebEA can both post and reply to discussions and communicate and engage in chat. For more details see the [Element Discussions](#) help topic.

#### Specification View

The Specification View can be used as a way of working with any element type in a spreadsheet or word process view. It is particularly useful when there are a large number of elements as is typically the case when describing a system of any appreciable size. For more details see the [Specification View](#) help topic.

#### Document Generator

The Document Generator is a powerful facility in Enterprise Architect that allows a Database Engineer or other stakeholder to create high quality corporate or technical documentation directly from the model, suitable for internal or external audiences. For more details see the [Documentation](#) help topic or the more general topic on [Model Publishing](#).

#### Relationship Matrix

The Relationship Matrix provides a spreadsheet like view of two groups of elements and the relationships that exist between them. It can be used as a powerful analysis mechanism to visually indicate how elements are related to each other and to discover which elements are missing relationships. For more details see the [Relationship Matrix](#) help topic.

#### Traceability Window

The Traceability Window automatically displays the relationships that exist between Use Cases and other model elements including up-process and down-process elements. The traceability tree view can be conveniently expanded to see deeper relationships and

elements displayed in the window can be located in all diagrams in which they appear.  
For more details see the [Traceability Window](#) help topic.

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