## **Best Practices in Graphical EA Modelling**





#### **Introductions**

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(Producer of iServer EA modeling software)

How we got here...

"iServer offers total flexibility in diagramming practices and standards" "That's nice.
What diagram
standards should
we adopt then?"







#### Agenda

- Introductions
- **General Principles**
- Diagramming Patterns
- Diagramming Anti-patterns
- **Conclusions**





## General Principles









#### **Know your audience**

WHO will be looking at the diagrams?

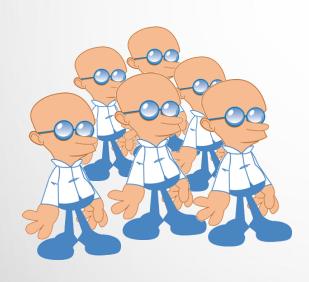
WHY will they be looking at it?

WHAT does the diagram show?

WHERE will they be looking at it?

**HOW** will they understand it?

WHEN – under what circumstances will it be used?







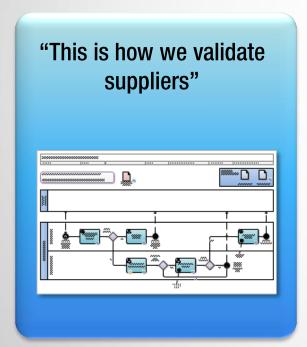




#### One diagram = One Message

Diagram that try to say too much become confusing Every diagram should have an elevator statement

## What is the message of this diagram?





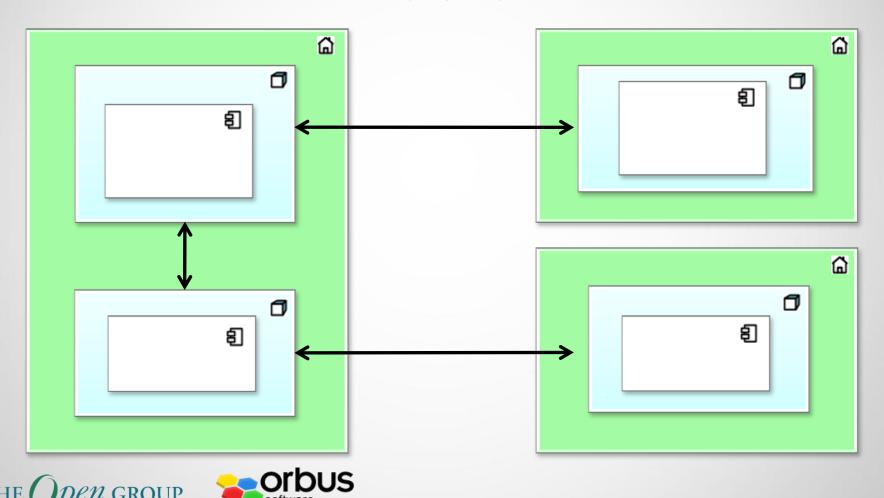






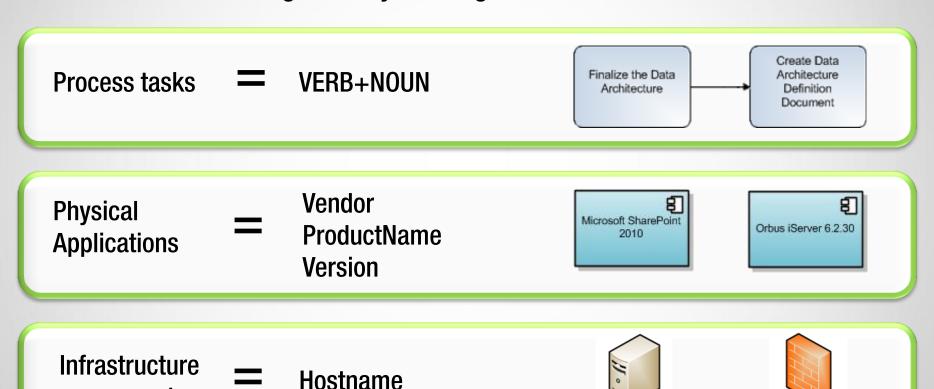
#### Use different symbols for different things

Using, e.g. a rectangle, for everything makes it unclear what is what



#### **Use Consistent naming Standards**

### Consistency helps people correctly identify things Leverage off any existing standards that exist



LONFWTH007

KVRDBS001P

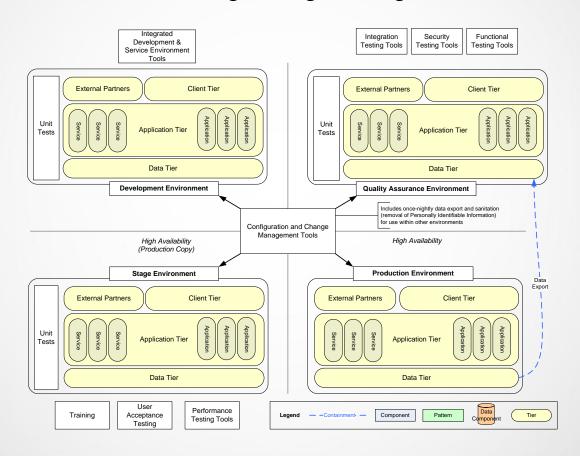


components



#### **Clear Organisation**

# Use whitespace to separate items; arrange things on a grid

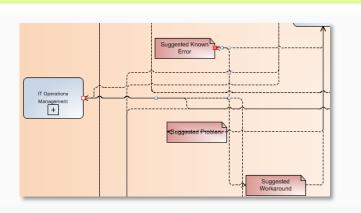




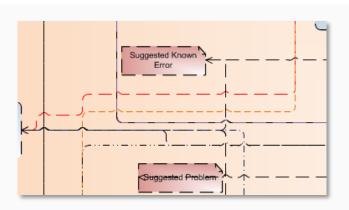


#### **Route Connectors Carefully and Sparingly**

Try hard to route connectors appropriately.



Consider colouring and/or using patterns to keep lines clear







#### Use colour carefully

FUNCTION

**Human Resource** 

Management

Compensation Management

Performance Management

Employee Relations

Employee Training

HR Strategy

#### Don't use too many colours – and be aware of colour-blind issues

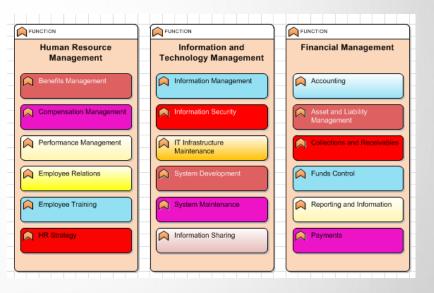


System Maintenance

Information Sharing







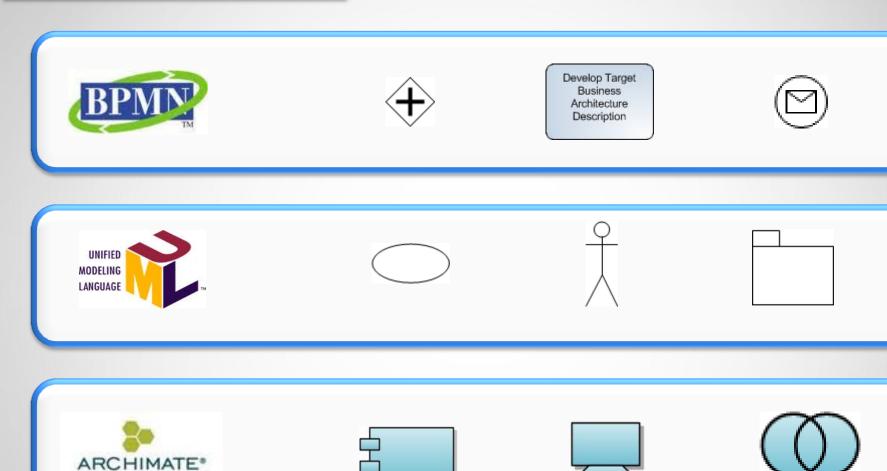




Reporting and Information

Payments

### Use (and follow) standards







## **Diagramming Patterns**

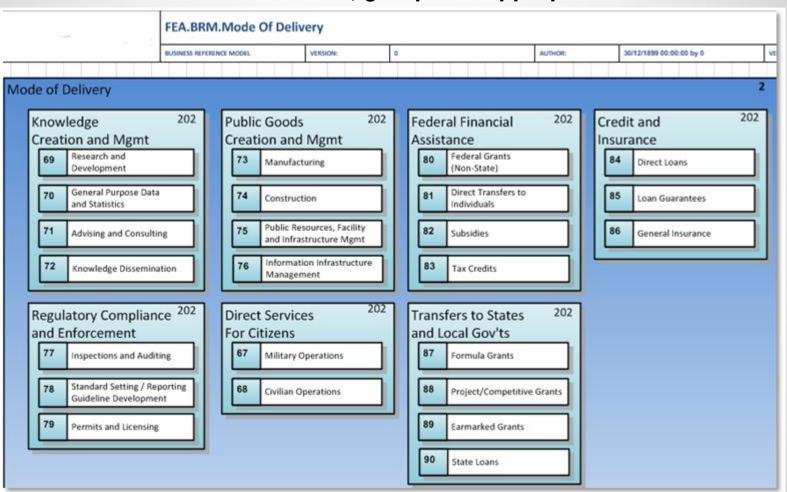






#### The Catalogue

#### Lists a set of items, grouped if appropriate

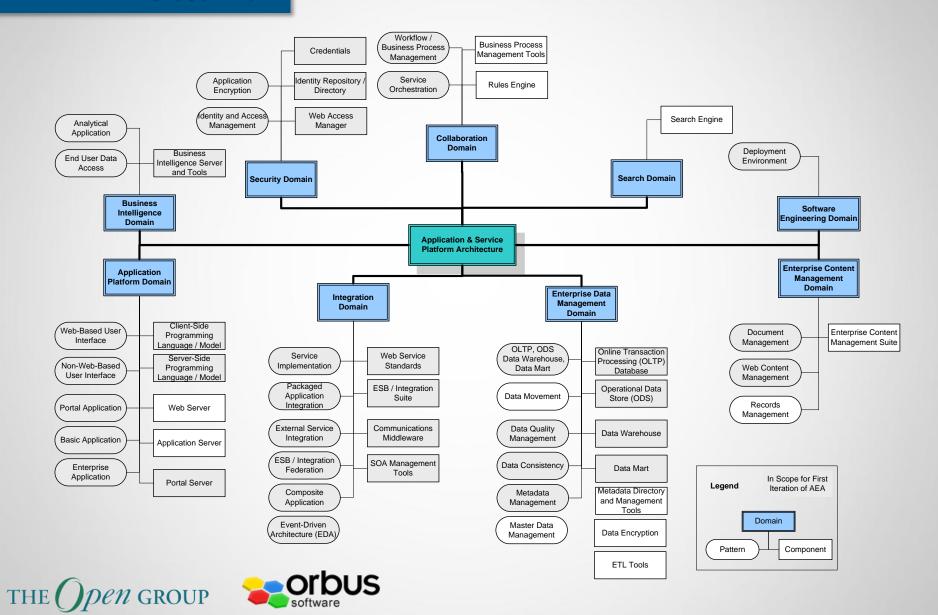






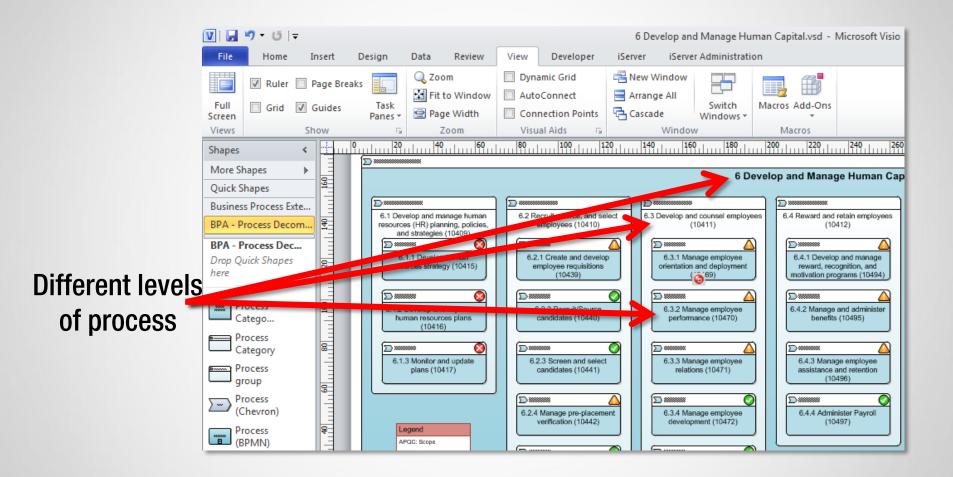
### The Hierarchy (type 1)

#### Shows the decomposition



### The Hierarchy (type 2)

#### Shows the decomposition

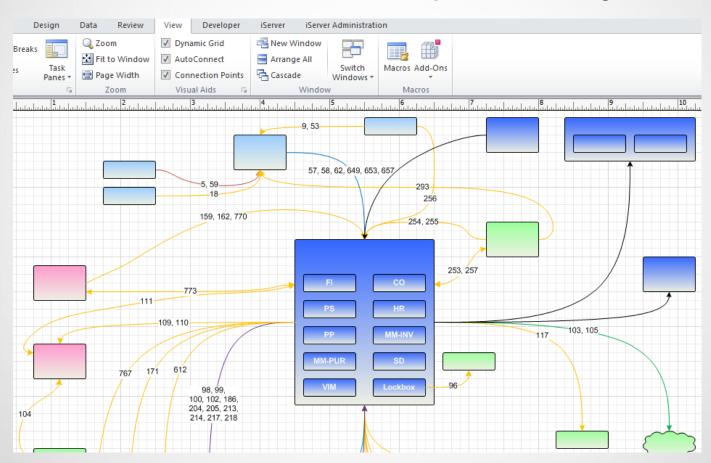






#### The Context Diagram

# Shows a central item and what connects to it BUT don't mix levels – use multiple context diagrams

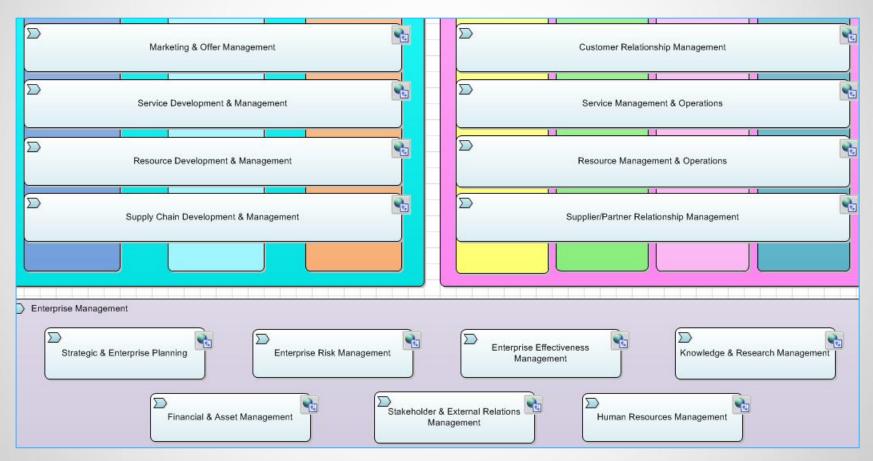






#### The Site Map

# Acts as a jumping-off points Used in conjunction with connectors to provide links

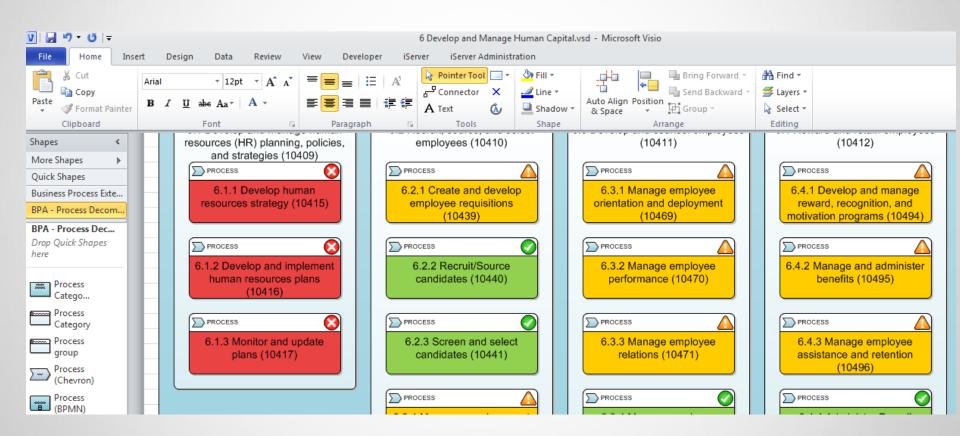






#### The Heatmap

### Purpose: Give an at-a-glance feel for patterns of data Be wary of colorblind considerations – preferably use icons as well

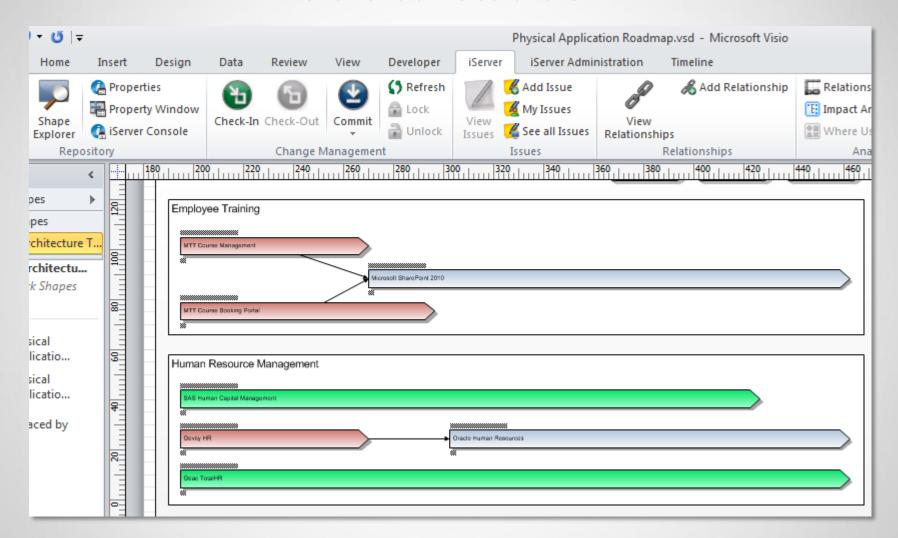






#### **The Timeline**

#### **Shows relative durations**







## Diagramming Anti-Patterns

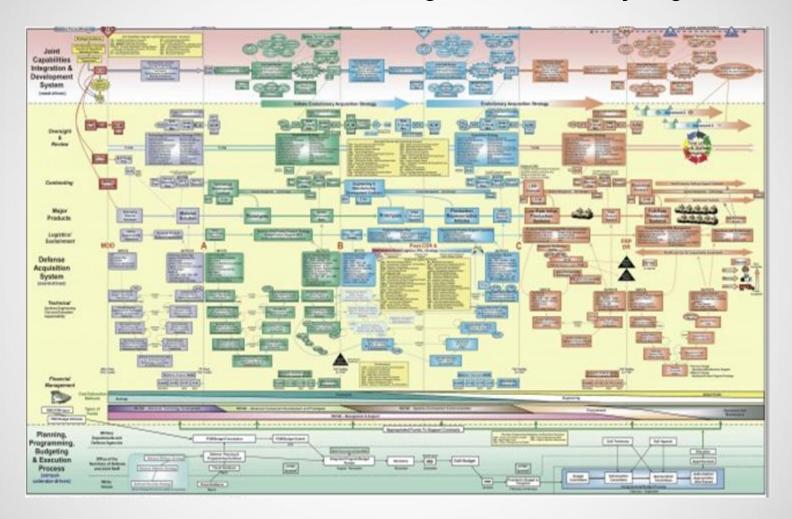






#### The 'So What'

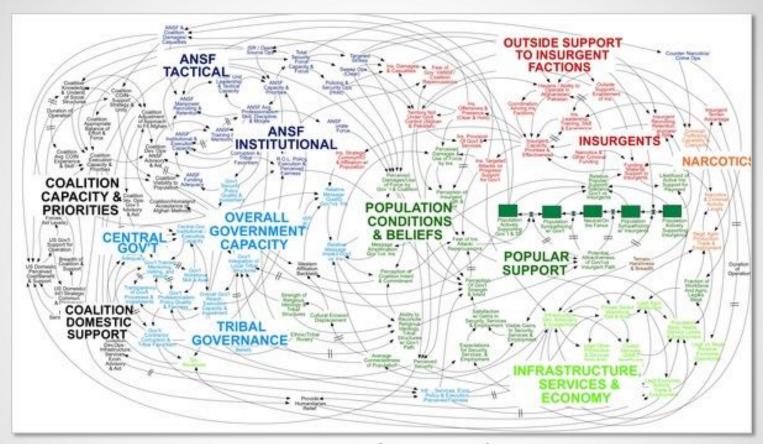
## Attempts to show every aspect of a situation : leads to a cluttered diagram – where do you get started?







#### The Megadiagram

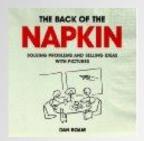


"When we understand that slide, we will have won the war"
- General Stanley A. McChrystal

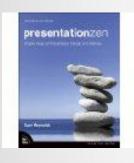




#### **Recommended Reading**



- "The Back of the Napkin"
- Dan Roam



- "Presentation Zen: Simple Ideas on Presentation Design and Delivery"
- Garr Reynolds





## **Questions and Answers**



# Download this Presentation and White Paper from:

(http://orbussoftware.com/downloads/)



## Visio stencils (TOGAF/ArchiMate/BPMN):

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