

If Albert Einstein was already of the opinion that "Planning replaces coincidence by error" at the beginning of the 20th century, then we need to ask ourselves today what significance planning actually has. Einstein lived in a slow world in comparison to our present situation. Our everyday life is increasingly determined by rapid change, ambiguity, increasing complexity and levels of uncertainty. It's about time that Enterprise Architecture Management also responds to the challenges posed by the changed framework conditions. This presentation addresses the possibilities that exist and how companies can set themselves up in an architecturally agile manner.



The Cross Business Architecture Lab organizes its projects into workstreams that are attended by members interested in the topic. In way of support, external experts are invited to assist with the procurement and preparation of information, as well as the selection of tools. This collaboration results in the compilation of studies, guides and even white papers such as this one.



We live in a VUCA world (Harvard Business Review 2016), i.e. a world that is characterized by Volatility, Uncertainty, Complexity and Ambiguity. Enterprise Architecture Management is changing its role within this VUCA world – a role that is less associated with control and geared more towards advice and support.



Even the orderly world of IT is in motion due to globalization and digitalization. Companies fulfill the requirements of short innovation cycles with agile approaches, not only in terms of software development but also in terms of their business and architecture. Individual responsibility and feedback within short cycles form the basis for these approaches. In this context, it is no longer sufficient to merely ensure the stability of the evolved IT landscape and its compliance with various regulatory requirements. Instead, the IT sector needs to gather speed, become an innovative "think tank" and the enabler of a digital transformation. These requirements also need to be satisfied by the Enterprise Architecture. It, too, needs to become faster and more agile.



In many companies, 30 to 70% of their total IT spend is decided outside the IT organization (68% according to PWC, 2015). More than 70% of the organizations surveyed by the American management consultancy, CEB, stated that their internal IT department is only involved when a decision regarding "Software as a Service" has already been made (CEB, 2014). The IT of Multiple Speed is at least real where we don't restrict our focus to the internal IT department. This brings together architects and new contacts within the company, some of whom have little IT experience and even less understanding of the architecture.



At the same time, enterprise architecture is rarely seen as a team player. In particular, the architect's potential customers, who are involved in shaping the future of the company outside the internal IT department, often confront the architect with prejudice/judgment. The causes are frequently profound: The self-conception and values of the architect are often incompatible with those of the customers. While the company demands and promotes initiative, dynamism, creativity and innovation, important factors for the architect include structure, stability, standards and methods – not least because of his current mandate.

This mandate and the associated values often no longer match the expectations of customers. The architect, as a guardian of the standards, and the compliance officer should not think, per se, of testing or prototyping new or unconventional solutions.

Is enterprise architecture therefore passé, obsolete and outdated? Or does it have to reinvent itself in order to realize its strengths?





Architecture is not passé. It helps us to gain temporary clarity and understanding, even in a VUCA world, and thus to develop visions and become capable of acting in agile processes. This will only ever be a temporary state, because we cannot change the framework conditions of the VUCA world. However, architecture needs to adapt its selfunderstanding, value system and objectives to the digital and agile environment.





The complexity of IT is increasingly due to the complexity of the business architecture. The IT sector must face up to the demands of new business models, as well as to the modification or discontinuation of existing models. The enterprise architect is now required to align the enterprise architecture – and thus the combination of business and IT architecture – with the characteristics of a VUCA world.



The enterprise architect in the VUCA world actively approaches and obtains orders from his/her stakeholders. He/she no longer waits for these to be brought in or to be integrated in process models. His/her active role allows them to participate in decision-making processes or new projects at an early stage and to be perceived as a contact person and/or moderator.

The enterprise architect ensures stability and sustainability through his/her work, thereby creating a basis for enhancing both the efficiency and speed of the entire enterprise. He/she establishes a clear benefit as a result. However, while the fundamental values of stability and sustainability remain valid, they need to be adapted to the new requirements, such as short innovation cycles for technologies and business models.



One method of the agile approach, for example, is the Business Model Canvas method according to Osterwalder & Pigneur, from which the "Value proposition" chart arises. The necessary capabilities and benefits of a particular approach can be quickly developed with the BMC method. In this case, it is the "installation" of a Chief Digital Officer. Further information about the Business Canvas Method can be found here: http://www.startplatz.de/startup-wiki/business-modelcanvas/



An approach that also fulfills the requirements for the agile understanding of self-determination is to establish a broad architectural understanding within the company, to involve the driving projects in the architectural task and to enable architectural decisions to be made and/or the critical nature of design decisions to be evaluated in order to bring in architects in a purposeful manner. The "architectural thinking" approach was discussed and implementation impulses were developed with Prof. S. Aier (HSG) here in line with this workstream. "Architectural thinking" is not yet a fully elaborated method, but is in the development and/or academic planning stage.



The aim of architectural thinking is to provide decision makers, such as those decision makers involved in process design, organizational development and business model development, with a common understanding or sense of a "purposeful" architecture. The areas of a company that are concerned with driving innovation should be able to make independent architectural decisions/evaluations within the framework of their projects. These decisions, however, must be compatible with the architectural framework (i.e. the "big picture").

This requires a collective understanding of the enterprise architecture.

The architectural thinking method is concerned with this collective understanding of "good" or "purposeful" architectural work. Architectural thinking is a lightweight (non-formalized), benefit-focused approach that aims to support non-architects and employees outside the IT organization in analyzing, understanding, implementing and communicating basic structures in order to create holistic, long-term decision-making bases.



Enterprise architecture in the sense of architectural thinking must permit, promote and support architecturally-relevant decisions on the one hand and, on the other, define a solution space ("barriers") within which a solution architecture should be located.

The three key themes above were defined and starting points developed as part of the workstream (chart). The following four starting points were of particular importance for the participants here: "Hold a discussion of values", "Coaching", "Create common images" and "Designate and prioritize your own topics" ("Choose your Battles")".

Another essential success factor for establishing architectural thinking is the corporate culture. It determines, in the context of architectural thinking, the willingness to act according to corporate values.





The new enterprise architecture management team should have these services and methods (gray boxes) on offer in order to ensure the success of the cycle "Ideation, Modeling, Proving, Implementation and Operation" (_{im}IPO cycle) in collaboration with other sectors. This results in the following **recommended actions**

for the business architecture:

- Establish a methodological toolbox around the _{im}IPO cycle and provide the necessary training.
- Define and market architectural services for the imIPO cycle.
- Enhance moderation and communication skills in architecture management.



The Business Model Canvas is only an example of the various methods and structures that architects can use to accelerate and simultaneously stabilize the brainstorming and experimentation phases.



Architecture management of the future must be solutionoriented and bridge the gap between strategic planning and operational implementation. Most of the instruments used by Enterprise Architecture Management today come from strategic architecture management. However, 80% of architectural performance is provided in operational architecture management and it is often scarcely supported by suitable instruments. This deficit becomes extremely clear when agile "speedboat projects" are used to exploit new opportunities. Suitable tools are then required. Architecture engineering concerns the construction of IT architectures based on the principles of engineering technology: Process the application-related results from basic research, empirical knowledge and findings from experiments and make a lightweight, practical instrument for developing the "Minimum Viable Architecture". The Minimum Viable Architecture is analogous to the concept of the Minimum Viable Product and is based on the concept of the Last Responsible Moment (LRM). Architecture is adapted to the Minimum Viable Product and architectural decisions are made at the last responsible moment (see "Test



Architecture engineering requires a regulatory framework and a set of interlocking, iteratively applicable methods that are based on feedback (learning, harvesting) as shown in the chart.



Architects that want to build solutions for tomorrow with yesterday's standards cannot find acceptance in a world that is characterized by constant change. Our handling of standards must adapt to the framework conditions of the VUCA world. This also means gathering, documenting and using various experiences (chart).

Ultimately, each project provides experiences that are worth keeping. Experiences in this sense are statements regarding the degree of fulfillment of architecture-defining requirements: What level of scalability, what performance, what stability and what range of functions was created with a solution at what price, at what risk and in what time? When we ascertain architecture-defining requirements in terms of quality and functionality, deadlines, resources and risks, and then, upon completion of a project or iteration, ask ourselves, using exactly the same terms, what requirements have actually been fulfilled and to what extent, then the path is clear to actively use these empirical values.







	CEA	cross business architecture lab
Summai	ry	
Motivation	 The VUCA world influences the position and structure of IT within the com The IT landscape of the future is already predominantly shaped by inv which the central, internal IT sector is not responsible. The IT of Multiple Speeds is not only a reality for this reason. The companies respond to the requirements with "agile approaches" 	pany: estments, for
Mission	 The architectural management of the future is effective, structured and br It is solution-oriented, considers enabling more important than goverr always based on customer feedback. It provides structure and methodology for the digital transformation, suitability and feasibility of solutions, identifies risks and potentials. It anchors Architectural Thinking in the organisation, supports self-responsibility of solution provides and self-organisation, works in interdisciplinary teams. 	oadly accessible: lance and is stands for ponsibility and
Measures	 Define self-conception and mandate of the architect in a contemporar Anchor architecture within the DNA of the company with the help of A Thinking. Develop services and methods of the Business Architecture. Make the toolbox of Architecture Engineering generally available 	y manner. rchitectural
Whitepaper "EA © 2018 Cross-Bus	goes agile" – Summary – siness-Architecture Lab e. V.	●■▲ 25



Architecture management of the future

We are moving at high speed into an unknown, everchanging, complex world with an uncertain future. Brief moments of stability that provide orientation, understanding and clarity are required to keep one's feet on the ground. A stability program can help us and stability (firmitas) is already anchored in the fundamental values of the architecture. With an ESP, anyone, even an inexperienced driver, can be significantly safer, faster and more agile. Architecture helps us to find the necessary structure and orientation in the VUCA world.

Bring security and stability to your digital transformation and use EAM as your ESP!

