



CRaG Systems Modelling Training and Consultancy

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BPMN with Enterprise Architect KickStart Model Development Workshop - N Days

CRaG Systems BPMN with Enterprise Architect KickStart Model Development Workshops provide focused, intensive workshops that get your project moving immediately. KickStart Hands-On Model Development teaches the concepts of BPMN and, optionally, Use Case modelling, by applying the methods directly to your real project using Sparx Systems' Enterprise Architect modelling tool, with valuable and practical benefits to your team. BPMN and Use Case modelling methods are learned and retained better by the students since it is relevant to the team project, directly applied to the project, and there are no long theory classes before applying the methods.

The consultant shows the team how to develop whichever of the views of business process, business data and system requirements are required. The model is constructed using Enterprise Architect and following industry best practice for each part of the model. The consultant teaches the necessary detail of the BPMN syntax as the model is developed. Students work either in teams or separately to develop further the models started by the consultant and under his or her guidance. Enterprise Architect and the BPMN 2.0 notations are used throughout. The models produced are sufficiently detailed to allow the students subsequently to complete them unaided.

Delegates will learn some or all of the following BPMN skills as required:

- The basics and the necessary detail of the Business Process Model and Notation (BPMN)
- How to map private, public and collaboration processes
- How to structure the business process model using collaboration, hierarchy and concurrency
- How to map primitive process steps and business rules
- How and when to use advanced events, activities, gateways, objects and artefacts
- How to model business data on class diagrams
- How to map a business process model into a system requirements model such that each element is traceable from one model to the other
- How to create a first cut overview of functional requirements with actors and use cases on a use case diagram
- How to write an effective use case description in a way that satisfies both non-technical and technical stakeholders
- How to restructure the use case diagram to handle complex relationships between use cases without bloating the use case model

Delegates will learn some or all of the following Enterprise Architect skills as required:

- The basics and the necessary detail of the use of Enterprise Architect
- How to generate and maintain documents from the different parts of the model
- How to keep all the model of business process and system requirements change-managed and traceable as part of an incremental model-driven development process
- How to integrate the process and use case models with non-functional requirements, data requirements, business rules and screen prototyping
- How to use the project management capabilities available within Enterprise Architect
- How to use the tool in a multi-user environment integrated with a version control system

Suitable for:



Business Analysts, Requirements Gatherers, System Analysts and Project Managers with at least 2 years experience. This workshop is not suitable for those seeking certification as a step towards a qualification. See the Certification Policy for a detailed discussion.

Project Materials Preparation:



The client is advised to provide adequate documentation regarding the overall project goals and functionality of the project to be modelled, under non-disclosure if necessary, at least 2 weeks prior to the start of the training, if possible. If no project documentation is available, then a stakeholder with a suitable knowledge of the problem domain should be available to take part in the workshop sessions. Stakeholder involvement in problem domain modelling sessions is always encouraged.

On-Site Workshop Logistics:



Workshops are delivered at the clients' site and attendance is normally limited to 12 students. Workshops normally start at 9.30am on the first day and 9.00am on subsequent days with an hour for lunch and a 15 minute break in the morning and again the afternoon. Workshops normally finish at 5.00pm each day. The client is expected to provide an appropriate venue, equipment and refreshments. Required equipment includes an XGA/WXGA projector and screen, whiteboard or flipchart and at least one computer per two students loaded with either the evaluation version of Enterprise Architect or a recent licenced copy. For a full discussion of on-site workshop issues please see On-Site Course and Workshop Logistics.

Pricing:



Please use the On-Site Workshop Price Calculator to get firm quotations for workshops of different lengths on-site at your premises depending on your expected need.

Suggested Daily Workshop Outline

AM	PM
Outline Review of model so far - scope modelling for today	Modelling Consultant supported team/individual development of assigned modelling tasks
Modelling Consultant led initial development of chosen modelling area. Assignment of modelling tasks.	Review Consolidation and review of the days modelling work

Should the content of any BPMN and UML with Enterprise Architect workshop training course not fit your exact requirements, then CRaG Systems can create a custom course for you. Please either email or call us to discuss your particular needs.

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