




	WHAT	HOW	WHERE	WHO	WHEN	WHY
	DATA	FUNCTION	NETWORK	PEOPLE	TIME	MOTIVATION
SCOPE {contextual}	List of Things Important to the Business  Entity = Class of Business Thing	List of Processes the Business Performs  Process = Class of Business Process	List of Locations in Which the Business Operates  Node = Major Business Location	List of Organizations Important to the Business  People = Major Organizational Unit	List of Events/Cycles Significant to the Business  Time = Major Business Event/Cycle	Lists of Business Goals/Strategies  Ends/Means = Major Business Goal/Strategy
Planner						
BUSINESS MODEL {conceptual}	e.g., Semantic Model  Entity = Business Entity Relationship = Business Relationship	e.g., Business Process Model  Process = Business Process I/O = Business Resources	e.g., Business Logistics System  Node = Business Location Link = Business Linkage	e.g., Work Flow Model  People = Organization Unit Work = Work Product	e.g., Master Schedule  Time = Business Event Cycle = Business Cycle	e.g., Business Plan  End = Business Objective Means = Business Strategy
Owner						
SYSTEM MODEL {logical}	e.g., Logical Data Model  Entity = Data Entity Relationship = Data Relationship	e.g., Application Architecture  Process = Application Function I/O = User Views	e.g., Distributed System Architecture  Node = I/S Function (Processor, Storage, etc.) Link = Line Characteristics	e.g., Human Interface Architecture  People = Role Work = Deliverable	e.g., Processing Structure  Time = System Event Cycle = Processing Cycle	e.g., Business Rule Model  End = Structural Assertion Means = Action Assertion
Designer						
TECHNOLOGY MODEL {physical}	e.g., Physical Data Model  Entity = Segment/Table/etc. Relationship = Pointer/Key/etc.	e.g., System Design  Process = Computer Function I/O = Data Elements/Sets	e.g., Technology Architecture  Node = HW/System Software Link = Line Specifications	e.g., Presentation Architecture  People = User Work = Screen Formats	e.g., Control Structure  Time = Execute Cycle = Component Cycle	e.g., Rule Design  End = Condition Means = Action
Builder						
DETAILED REPRESENTATIONS {out-of-context}	e.g., Data Definition  Entity = Field Relationship = Address	e.g., Program  Process = Language Statement I/O = Control Block	e.g., Network Architecture  Node = Address Link = Protocol	e.g., Security Architecture  People = Identity Work = Job	e.g., Timing Definition  Time = Interrupt Cycle = Machine Cycle	e.g., Rule Specification  End = Sub-condition Means = Step
Subcontractor						
FUNCTIONING ENTERPRISE	e.g.: DATA	e.g.: FUNCTION	e.g.: NETWORK	e.g.: ORGANIZATION	e.g.: SCHEDULE	e.g.: STRATEGY