Only direct relations are shown. Abstract elements are expanded so only real metamodel elements are shown.
**ArchiMate® 3.1 Metamodel – Non-Core**

**Diagrams by Gerben Wierda.**
Overview of ArchiMate® 3.1 Elements (1/2)

Diagrams by Gerben Wierda.

### Business Layer Elements

- **Business Actor**: Represents actual people or groups of people, such as departments, companies, etc., e.g. Audit Department. 

- **Business Role**: Represents a virtual ‘actor’ (defined as ‘responsible for behaviour’, e.g. Manager. 

- **Business Collaboration**: Represents a collaboration of actors/roles for behaviour that cannot take place if the members are not all there, e.g. ‘dance couple’. 

- **Business Interface**: Represents how an actor/role/collaboration can be accessed, e.g. ‘Public phone line’. 

- **Business Object**: Represents at the business level something passive that is ‘acted upon’. E.g. ‘Bill’, ‘Investment’, ‘Claim’. 

- **Business Event**: Represents a ‘state change’ modelled at the business level. E.g. ‘Customer enters’, ‘9 o’clock’, or ‘Start of meeting’. 

- **Business Function**: Represents behaviour at the business level grouped on the basis of common characteristics (inside-out). E.g. ‘Finance’, ‘Cleaning’. 

- **Business Process**: Represents behaviour at the business level grouped on the basis of outcome (outside-in). E.g. ‘Create invoice’, ‘Open shop’. 

- **Business Service**: Represents behaviour that is usable/visible from the ‘outside’, performed by an interface. E.g. ‘Helpdesk support’, ‘Flower sales’. 

- **Business Interaction**: (Superfluous) ArchiMate concept to represent the behaviour of a Collaboration. E.g. ‘Ballroom dancing’ or ‘Launch nuke’ (one hopes). 

### Technology Layer Elements

- **Node**: Generic technology element. Often used to aggregate other technology elements, e.g. a server as Node that contains Device and System Software. 

- **Device**: Represents actual computing hardware, e.g. ‘X86 blade’. 


- **Technology Interface**: How an active technology element can be accessed, e.g. ‘Port 25’, ‘SMTP Protocol’. 

- **Technology Collaboration**: Represents a combination of technology elements that together can perform certain behaviour. 

- **Path**: Logical representation of a distribution channel between Nodes etc., e.g. ‘data replication’, ‘finished product exchange’. 

- **Communication Network**: Data transport facility, e.g. ‘datacenter network’. 

- **Facility**: Infrastructure that can perform physical behaviour (e.g. opposed to information-behaviour). E.g. ‘Steel mill’. 

- **Equipment**: Machinery and physical assets that can perform physical behaviour. E.g. ‘Brick factory’. 

- **Artifact**: Raw data, e.g. ‘database files’, ‘software distribution’, ‘PDF file’. 

- **Material**: Physical stuff, e.g. ‘Wood blocks’, ‘Nails’. 

- **Distribution Network**: Means of physical distribution, e.g. ‘rail’, ‘conveyor belt’. 

**NOTE**: The element descriptions on this page are not the official ones from The Open Group and may be ‘opinionated’. This is the very fine print. Document locked against editing due to external licensing demands.
Overview of ArchiMate® 3.1 Elements (2/2)

Diagrams by Gerben Wierda.

**Application Layer Elements**

- **Application Component**
  - Represents a software system at the application level. E.g. ‘TA Modifying System’ or ‘Biz2Bizdesign Enterprise Studio’.

- **Application Interface**
  - Represents the interface of an application. How ‘actors’ (both persons and IT) can interact with the system. E.g. ‘GUI’ or ‘API’.

- **Application Collaboration**
  - Represents a combination of applications that only together can perform certain behaviour. E.g. ‘RESTful customer handler’.

- **Application Event**
  - Represents an ‘event’ that exists during a certain amount of time. E.g. ‘application starts’, ‘transaction received’.

- **Application Interaction**
  - (Unnecessary) concept that represents the behaviour of an Application Collaboration. E.g. ‘Formal collaboration’.

- **Application Process**
  - Behaviour at the application level grouped on the basis of common characteristics (inside-out). E.g. ‘Calculate monthly payment’, ‘display sale offer’.

- **Application Service**
  - Represents accessible (by persons or IT) behaviour of an application. Performed by an interface. E.g. ‘Website’, ‘RESTful customer handler’.

- **Application Function**
  - Represents a high-level ability an organisation has. E.g. ‘build roads’.

**Strategy Layer Elements**

- **Capability**
  - Desired outcome. E.g. ‘10% increase in ROI year X versus year Y’.

- **Value**
  - Actual outcome of what an organisation does. E.g. ‘10% increase in ROI year X versus year Y’.

- **Stakeholder**
  - Represents requirements that have to be satisfied by the architecture. E.g. ‘Use supported software’.

- **Principle**
  - Superfluous concept (could have been a Rule) that represents something strategic/tactical the organisation has decided to do. E.g. ‘acquire complementary company’.

**Motivation Aspect Elements**

- **Goal**
  - Superfluous concept (could have been a Rule) that represents something strategic/tactical the organisation has decided to do. E.g. ‘acquire complementary company’.

- **Outcome**
  - Represents requirements that have to be satisfied by the architecture. E.g. ‘Use supported software’.

- **Driver**
  - Very strong Requirement. Be careful with these, can be toxic. E.g. ‘never use unsupported software’.

- **Assessment**
  - Formal representation of how we stand in relation to a certain Driver. But why just Driver?

- **Requirement**
  - Describes/documentation of something strategic/tactical the organisation has decided to do. E.g. ‘acquire complementary company’.

**Implementation & Migration Layer Elements**

- **Work Package**
  - Represent a ‘state’ of the landscape that exists during a certain amount of time. E.g. ‘Release to production’.

- **Gap**
  - Represents the difference between two (successive) Plateaus.

**Composite Elements**

- **Location**
  - Represents a ‘state’ of the landscape that exists during a certain amount of time. E.g. ‘Release to production’.

- **Resource**
  - Strategic representation of an asset of the organisation. E.g. ‘Wind mill field’.

- **Value Stream**
  - Describes/documentation of something strategic/tactical the organisation has decided to do. E.g. ‘acquire complementary company’.

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