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EA Training 2.0 Newsletter #1

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Publication date:
2010

Document Version
Early version, also known as pre-print

Link to publication from Aalborg University

Citation for published version (APA):
Sroga, M., Panopoulou, E. (Ed.), Ryberg, T., Buus, L., Lee, D., Neuroth, C., & Utz, W. (2010, Jan 6). EA Training 2.0 Newsletter #1. http://en.calameo.com/books/000180884dfc61ae7eed0

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Innovative Enterprise Architecture Education and Training Based on Web 2.0 Technologies

EA Training 2.0

EA Training 2.0 Newsletter #1

January 2010

Innovative Enterprise Architecture Education and Training Based on Web 2.0 Technologies (EA Training 2.0) is the project co-funded by the Lifelong Learning Programme of the European Union. The project started in January 2009 and will finish in December 2010.

Project's aim is to develop Enterprise Architecture (EA) course models for university students and employees, and to build an innovative Web 2.0 platform supporting the teaching of these courses. EA Training 2.0 proposes a new approach to EA courses adjusted to receivers' professional and personal skills and their knowledge about EA. Teaching the courses will be based on an innovative, active problem-based learning methodology for EA education and training that capitalises on the principles of Web 2.0.

APPROACH

The general EA Training 2.0 approach (illustrated in the picture) is to create the EA Competence Model on the basis of stakeholders' feedback and afterwards to develop the EA Learning Methodology adjusted to the users' specific needs and supported by innovative technologies. According to the methodology the EA Learning Platform and EA course models will be created and adjusted to receivers' skills and expectations. The pilot courses will be provided for different groups of users in order to demonstrate their applicability and will help to collect new feedback from stakeholders in order to enhance the methodology and future courses.

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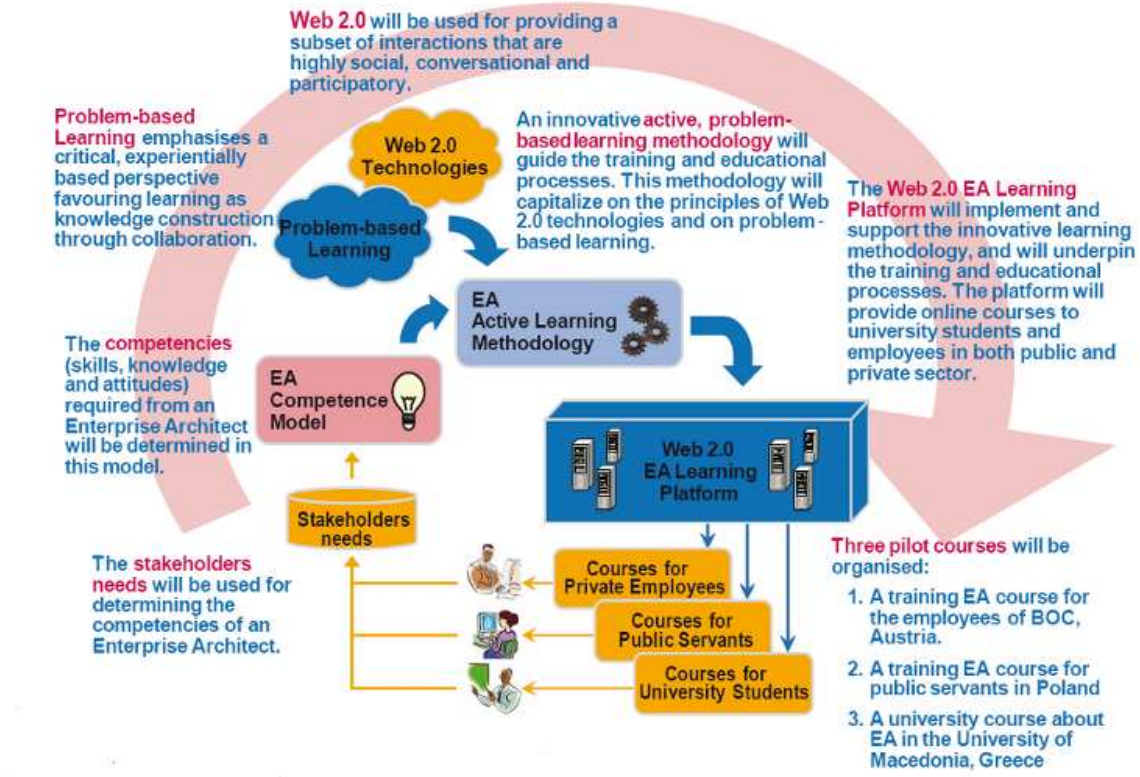

Figure 1 EA Training 2.0 approach

In specific, the project approach may be described in 4 steps as follows.

EA Competencies

The project intends to perform a wide literature review in both scientific and practical sources in order to identify the key skills and knowledge required by Enterprise Architects. Moreover, it is intended to identify an appropriate competence framework for recording and organising the identified skills and knowledge. Furthermore, the aforementioned findings will be refined through the help of focus groups encompassing relevant stakeholders, organised in four different countries. The final result will be a list of highly important Enterprise Architect competences used as an input for creating an EA ontology.

EA Learning Methodology

The project's approach here is mainly to utilise Web 2.0 technologies and to introduce problem-based learning in EA learning process. Through the exploitation of Web 2.0 technologies the learning experience for students and employees will be enhanced, by offering collaborative environments and peer-learning features (e.g. bookmarking and tagging). Since the project addresses mainly adult learners, the problem-based learning approach is most suitable for them in order to exploit on open social learning environments to jointly define the learning objectives, work closely in virtual teams, share their

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experience and resources, and create together a common knowledge base.

EA courses

Based on the results of the previous activities, the project will produce model courses for university students, public servants and private employees occupied in the EA field. Moreover, the project will develop the EA learning platform, an online platform suitable for delivering these courses. The platform will be based on Web 2.0 technologies and the needs according to the EA learning methodology.

EA pilots and evaluation

Finally, the project will run pilots in order to practically utilise the EA courses and the EA learning platform demonstrating its applicability in the domain. The pilots will include all stakeholder groups, namely university students and public and private employees. Furthermore, a self-evaluation process is going to be done in order to identify the courses' impact and ideas for further improvement of project results.

Due to the project's goals and the specific nature of the courses, EA Training 2.0 is particularly directed to academic institutions and consulting companies with a strong interest either in EA or in innovative learning approaches, organisations providing professional training courses, managers in private and public sectors interested in successfully implementing EA in their organisations, public servants and private sector employees working as Enterprise Architects, and university students interested in EA.

PROJECT RESULTS

Key project's results and advances are foreseen in the following areas:

- **EA competence ontology** including a complete specification of the skills, knowledge and attitudes of an Enterprise Architect, based on literature and questionnaire results,
- Innovative, active **problem-based learning methodology** for EA education and training,
- **Web 2.0 EA learning platform** to support the developed methodology and underpin the training and learning processes,
- **EA university course** for students in the area of EA (in English and Greek),
- **EA vocational training courses** for employees in private enterprises (in English and German), as well as for public sector employees (in English and Polish),
- **Pilot courses** for university students, public servants and private sector employees to be provided since May 2010.

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CONSORTIUM

The consortium consists of 7 organisations from 6 different countries.

Coordinator: University of Macedonia, Research Committee	Greece
Euroconsultants S.A.	Greece
University of Koblenz-Landau	Germany
Aalborg University	Denmark
BOC Asset Management GmbH	Austria
“Cities on Internet” Association	Poland
National University of Ireland, Galway	Ireland

PROJECT FACTSHEET

Project Acronym: EA Training 2.0

Project Title: Innovative Enterprise Architecture Education and Training Based on Web 2.0 Technologies (EATrain2)

Contract Number: 143434-2008-LLP-GR-KA3-KA3MP

Duration: 2 years

Budget: 642.855 €

EC Funding: 482.117 €

For more information and for subscribing to our newsletter
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This project has been funded with support from the European Commission.

This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

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