



## OUTCOMES AND BENEFICIARIES

### What will the project produce?

- An EA competence ontology including a complete specification of the skills, knowledge and attitudes of an Enterprise Architect;
- An innovative, active problem-based learning methodology for EA education and training that capitalises on the principles of Web 2.0 and the related technologies;
- A Web 2.0 EA learning platform to support the developed methodology and underpin the training and learning processes;
- An EA undergraduate course for university students in the area of EA (in English and Greek);
- An EA vocational training course for employees in private enterprises (in English and German);
- An EA vocational training course for employees in the public sector (in English and Polish);
- Pilot courses for university students, public servants and private sector employees.

### Who should be interested in the project?

- Academic institutions and consulting companies with a strong interest either in EA or in innovative learning approaches;
- Organisations providing professional training courses;
- Managers both in private and public sector interested in successfully implementing EA in their organisation;
- Public servants and private sector employees working as Enterprise Architects;
- University students interested in EA.



## CONTACTS

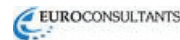
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### CONSORTIUM



University of Macedonia,  
 Research Committee  
 (Coordinator)



Euroconsultants S.A.



University of  
 Koblenz-Landau



Aalborg University



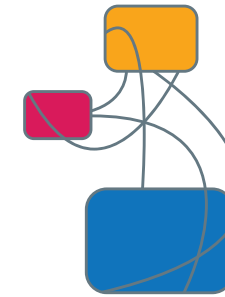
BOC Asset Management  
 GmbH



"Cities on Internet"  
 Association



National University  
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# EA Training 2.0

## Innovative Enterprise Architecture Education and Training Based on Web 2.0 Technologies

Fulfilling training and educational needs of students and employees in public and private sector regarding Enterprise Architecture (EA), using innovative problem-based pedagogies and Web 2.0 technologies.



Lifelong Learning Programme



With the support of the Lifelong Learning Programme of the European Union





**EA Training 2.0 – innovative Enterprise Architecture for different target groups, based on new technologies.**

EATrain2 proposes a new approach to EA courses adjusted to receivers' skills and attitudes, and knowledge about EA. EA Training 2.0 aims at achieving 5 specific key objectives as follows:

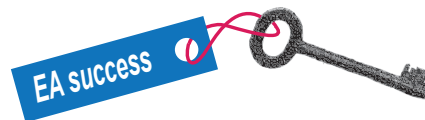
- To determine the **profile of an Enterprise Architect** by identifying the required competencies (skills, knowledge and attitudes).
- To determine the required **EA competencies that university students, public servants and private sector employees** need to acquire in order to become competent Enterprise Architects.
- To identify **new training and teaching methods** based on Web 2.0 technologies and active, problem-based learning approaches.
- To develop a **Web 2.0 EA learning platform** and course models for university students and employees. The foreseen training courses will be created in English and will be translated and adopted in German, Greek and Polish.
- To undertake **pilot trials** for private sector employees, public servants and university students.



According to Gartner, Enterprise Architecture (EA) is the process of translating business vision and strategy into effective enterprise change by creating, communicating, and improving the key principles and models that describe the enterprise's future state and enable its evolution. An EA explains how the information systems, processes, organisational units and people in an organisation function as a whole.

EA is essential for organizations in both public and private sector as it allows them to align complex business processes and it enables them to develop integrated vision and a global perspective. While an EA is mandatory by law (Clinger-Cohen Act of 1996) for all public authorities in the USA, in Europe only few countries have noted EA programs. At the same time only a few universities have specialised courses for EA and the relevant training courses have significant enrolment fees. Finally, competencies required from an Enterprise Architect still need clarification.

In this context, EA Training 2.0 offers a new learning methodology as a solution for introducing or enhancing EA in an organization. Furthermore, this new proposition will be demonstrated through pilot trials in an educational and training context.



**Utilising Web 2.0 technologies**

Web 2.0, the second generation of Internet has enabled users to build social networks, to easily share resources, to collaborate in an interactive and user-friendly way, and to produce and consume online content simultaneously. Through the exploitation of Web 2.0 technologies we intend to enhance the learning experience for students and employees, by offering collaborative environments, peer-learning features (bookmarking and tagging), etc.



**Introducing problem-based learning**

Problem-based learning emphasises a critical, experiential perspective favouring learning as knowledge construction through collaboration. This approach is therefore suitable for adult learners, who may exploit an open social learning environment to jointly define the learning objectives, work closely in virtual teams, share their experience and resources, and create together a common knowledge base.

