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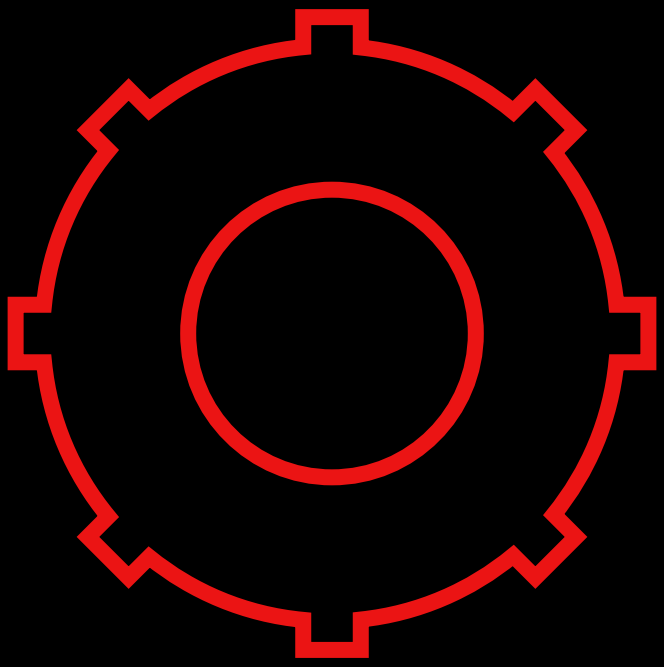

Architecture Program

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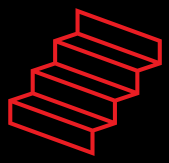
At Emergn, we believe that people and companies can improve the way they work and achieve better outcomes by following three guiding principles:



DELIVER VALUE
EARLY AND OFTEN

OPTIMIZE THE FLOW
OF WORK END TO END

DISCOVER QUALITY
WITH FAST FEEDBACK

Together, these principles reflect a pragmatic philosophy of the world of work that you can apply to transform your business or to grow professionally. To help you along the journey, we developed and continue to refine a trusted set of models, techniques and tools, along with unique guidance on concepts, frameworks and methods. We call it VFQ.

At Emergn, we believe that learning should be a life-long activity. More importantly, in the world of work, it should be a central part of an employee's journey from being a new joiner through the rest of their career.

70	20	10
IN WORK LEARNING	COACHING	EDUCATION

The purpose/outcome of this program is to help shape how architectural disciplines work together in an agile business environment.

Why the Architecture Program

The range and reach of architectural disciplines – business, enterprise, solution, data – is extensive. They also interplay with one another and with other disciplines. Because this interplay is non-trivial, practitioners need to be deliberate and explicit about how they communicate, coordinate, and collaborate. This is particularly true when a company is aiming to operate an agile business environment, especially when it's transitioning from more traditional architectural approaches.

Program objectives

On completion of the program, participants will have:

- Started using the VFQ principles in the world of work to both judge and to adapt ways of working
- Gained a shared view of all aspects of architecture, the problems they solve and how they are connected to the company's business models
- Explored a vocabulary for describing the end to end flow of work, and as a result, begun to facilitate clear communications and appropriate coordination work patterns
- Evaluated typical collaboration patterns and started to employ them
- Studied and applied key practices, techniques, and methods relevant to architectural decisions
- Formulated action plans for pragmatically closing gaps against ideals for an agile business environment

Shape **disciplines**

Who is this program for?

The Architecture Program is designed for all architectural disciplines – solution, enterprise, data, and business architects. Sessions are not designed for one kind of architect or another, but where discipline-specific questions or issues arise, a breakout session may be run to address this.

Cohort size

Because we are optimizing for learning, we limit each cohort to a maximum of 12 people, with a minimum of 8. We've found that doing this gives everyone a chance to ask questions and discuss and share ideas for changing the way teams work.

Time allowance

This program is designed to maximize the outcomes by applying the learning to real work while taking into consideration the demands on people's time.

The learning is split across:

- 2 hours per week to attend scheduled session
- <1 hour weekly for reading or task
- 20+ hours practical assignment (in total)

2 hrs/wk

DEDICATED TO THIS PROGRAM

1 hr/wk

READING AND TASKS

20+ hrs

PRACTICAL ASSIGNMENT

Overcome barriers to application

Program **outline**

Topics gradually build up a shared understanding across all architectural disciplines: concepts, problems; practices, techniques, methods; actions.

From the third session onward, a practical assignment is present in the background to focus on overcoming barriers to application (potentially discipline-specific).

The sessions are delivered in 3 stages.

STAGE 1

Architecture in a thriving business – concepts, problems

1. Applying the VFQ principles
2. Concerns of architecture
3. Role of architecture in the end-to end
4. Architecture and economics
5. Assignment pitch

STAGE 2

Pursuing agility in architecture – practices, techniques, methods

6. Agile invariants – increment definition
7. Agile invariants – essential measures
8. Architecture and methods

STAGE 3

Architects as leaders – actions

9. Architecture and transformation
10. Strategies and tactics for architects
11. Affecting change (mindset, measures, mechanics)
12. Assignment showcase

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For more information about the Architecture Program, or any of our other pathways and programs, please contact us or visit emergn.com

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