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ARCHITECTURE REFERENCE

ODT-EA



Enterprise Architecture — Reference Card

Architecture Reference

HEADQUARTERS
UNITED STATES ARMY EUROPE AND AFRICA
(USAREUR-AF)
Wiesbaden, Germany

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20 MARCH 2026

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ENTERPRISE ARCHITECTURE — REFERENCE CARD

Quick-access summaries and navigation

THE SERIES

| File | Topic | Key Question Answered |
|---|------------------------------|---|
| 01 — Foundation | What EA is and why it exists | "What is Enterprise Architecture?" |
| 02 — Schools of Thought | The three EA philosophies | "Why do EA efforts talk past each other?" |
| 03 — Artifacts and Views | What EA produces | "What does EA actually deliver?" |
| 04 — Governance | How EA influences decisions | "How does EA become authoritative?" |
| 05 — Military Application | Defense and theater context | "How does EA work at USAREUR-AF?" |

CORE DEFINITIONS

Enterprise Architecture — The discipline of making enterprise change deliberate, coherent, and governable.

Capability — What the enterprise needs to be able to do, independent of how or by whom.

View — A representation of the enterprise from a specific stakeholder perspective, addressing specific concerns.

Governance — The mechanisms by which EA actually influences decisions before they are made.

Authoritative Source — The designated system or organization that is the official source of record for a given data entity.

Ontology — A formal, machine-readable semantic model of what entities exist, what properties they have, and how they relate — the physical instantiation of the DIV.

THE THREE SCHOOLS (ONE-LINERS)

| School | Purpose | Pattern |
|-------------------------------|-------------------------------|-------------------------------------|
| IT Design | Plan and govern technology | App rationalization, tech standards |
| Enterprise Integrating | Coherence across all domains | Capability maps, cross-domain views |
| Ecosystem Adaptation | Build resilience and learning | Modular design, feedback loops |

Defense/theater CTO = **Integrating** primary + **Adaptation** design principle.

THE MINIMUM EA ARTIFACT SET

1. **Capability Map** — what the enterprise does
2. **Application/System Inventory** — what systems exist
3. **Data/Information Map** — what data exists, who owns it
4. **Capability Heat Map** — where the gaps are
5. **Technology Reference Architecture** — approved platforms and patterns
6. **Roadmap** — sequenced transformation plan

THE FOUR GOVERNANCE ENTRY POINTS

1. **Investment / Portfolio** — EA shapes what gets funded
2. **Solution Intake / ARB** — EA reviews what gets built
3. **Acquisition / Requirements** — EA is written into what gets procured
4. **Data / Metadata** — EA governs what data means and who owns it

DODAF QUICK REFERENCE

| View Set | Focus | Most Useful Products |
|----------|--------------|---|
| CV | Capabilities | CV-2 (taxonomy), CV-3 (phasing) |
| OV | Operations | OV-1 (concept), OV-5 (activities) |
| SV | Systems | SV-1 (interfaces), SV-6 (data exchange) |
| DIV | Data | DIV-1 (conceptual), DIV-2 (logical) |
| TV | Standards | TV-1 (profile), TV-2 (forecast) |

FOUNDRY-TO-EA MAPPING

| EA Concept | Foundry |
|-------------------------------|---|
| Conceptual/logical data model | Ontology object types and relationships |
| Authoritative source | Dataset provenance and source tracking |
| Data integration | Pipeline Builder / Code Workbook |
| Operational view | Workshop / Slate applications |
| Data governance | Access controls, branch review, ontology review |
| Cross-domain flow | AIP Gateway / multi-instance architecture |

THE EA MATURITY SEQUENCE

- 0 – Foundation (charter, vocabulary, alignment)
- 1 – Inventory (what exists: systems, data, capabilities)
- 2 – Model (structure into governed views)
- 3 – Govern (ARB + investment/acquisition connection)
- 4 – Roadmap (sequenced transformation plan)
- 5 – Maintain (living practice, not static documents)

Don't skip to 4. A roadmap without an accurate inventory is fiction.

KEY FAILURE MODES

- Artifact-first (diagrams with no decision connection)
- IT-only scope (ignores process, data, people)
- No governance hook (EA is advisory, not authoritative)
- No deviation process (teams route around rigid standards)
- Unmaintained artifacts (nobody trusts stale models)
- Mixed schools (leadership wants one thing, EA delivers another)
- Roadmap without inventory (sequencing imaginary current state)

ONE TRUTH ABOUT EA

EA is only real if it shows up in investment decisions, solution reviews, acquisition requirements, data standards, and operational adoption. Everything else is documentation.