



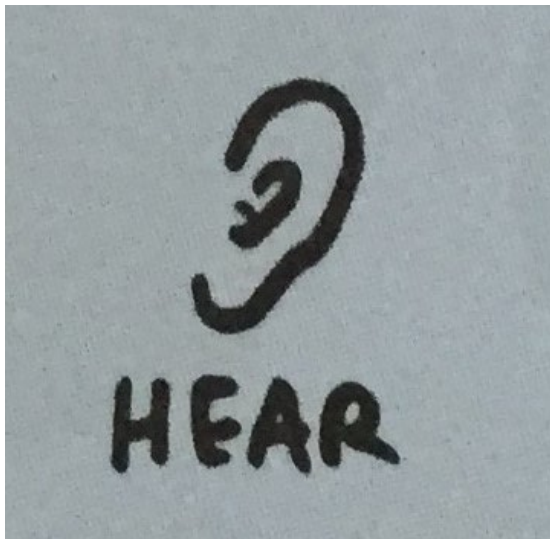
Ontology-based Enterprise Modeling -- Practice Session --

Prof. Knut Hinkelmann

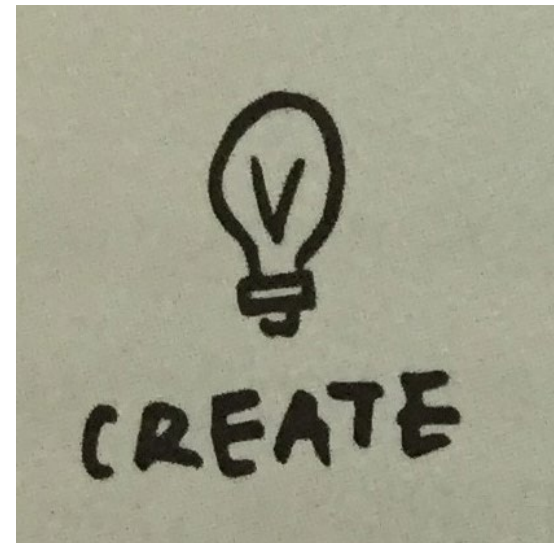
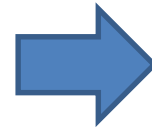


DESIGN

Design

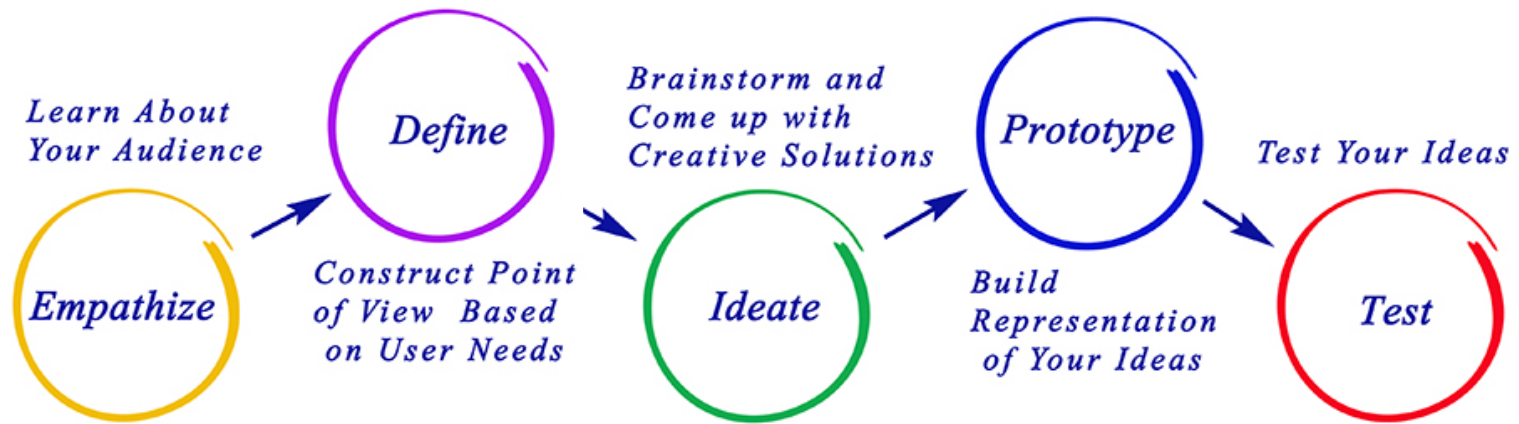


Deal with real
user problem



Provide right
solution for
right people

Design Thinking Process



Deal with real user problem

Provide right solution for right people

1. Empathize

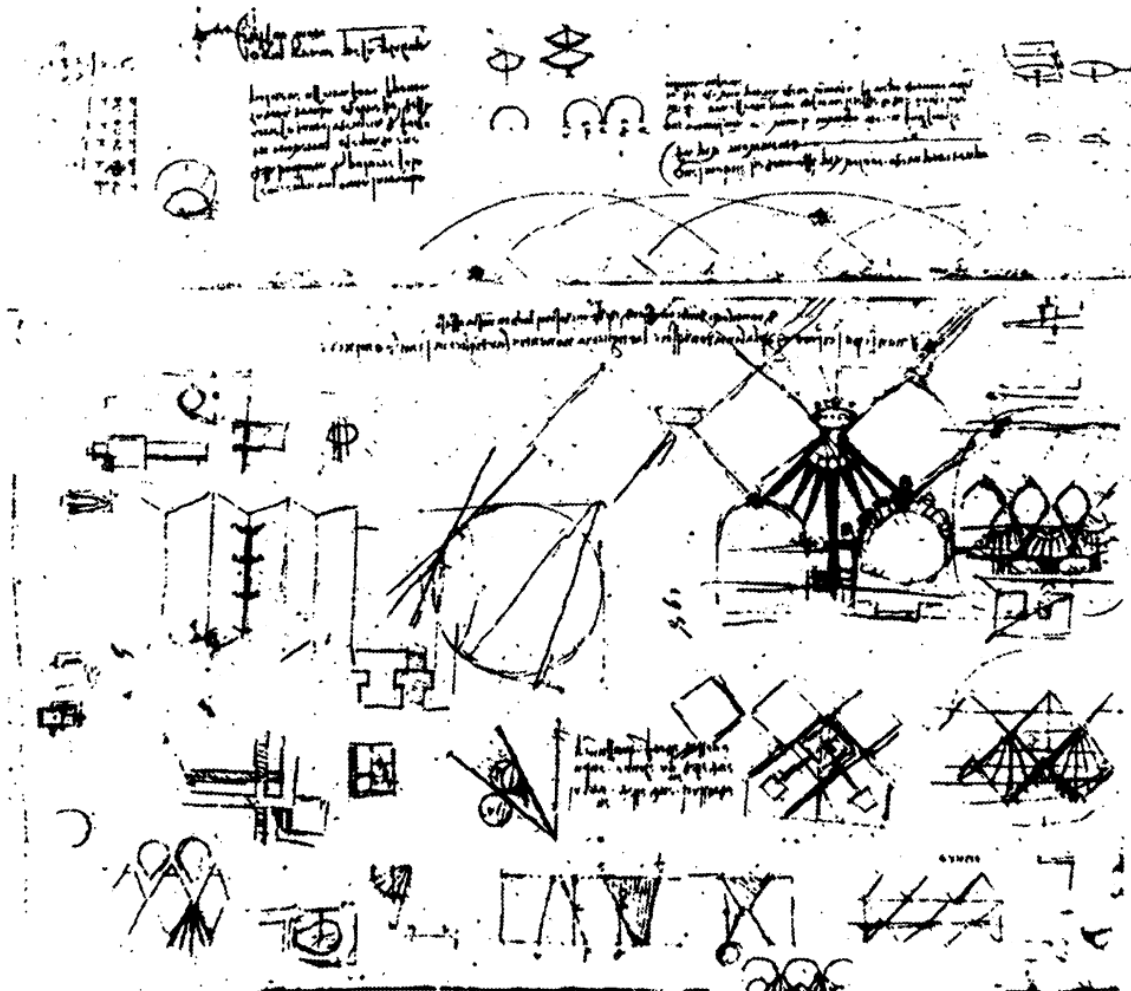
- Thorough understanding of customer and user needs
- Seek to understand
 - ◆ **how** a customer acts
 - ◆ **how** a product or service is being used
 - ◆ **why** users act as they do.

- **Direct: Look at customers' behaviour and problems**
 - ◆ **Observation**



Beckman, S.L. & Barry, M., 2007. Innovation as a Learning Process: Embedding Design Thinking. *California Management Review*, 50(1), pp.25–56.

Sketching



*Leonardo Da Vinci:
design studies for
fortifications*

Modeling the Observations - SAP Scenes

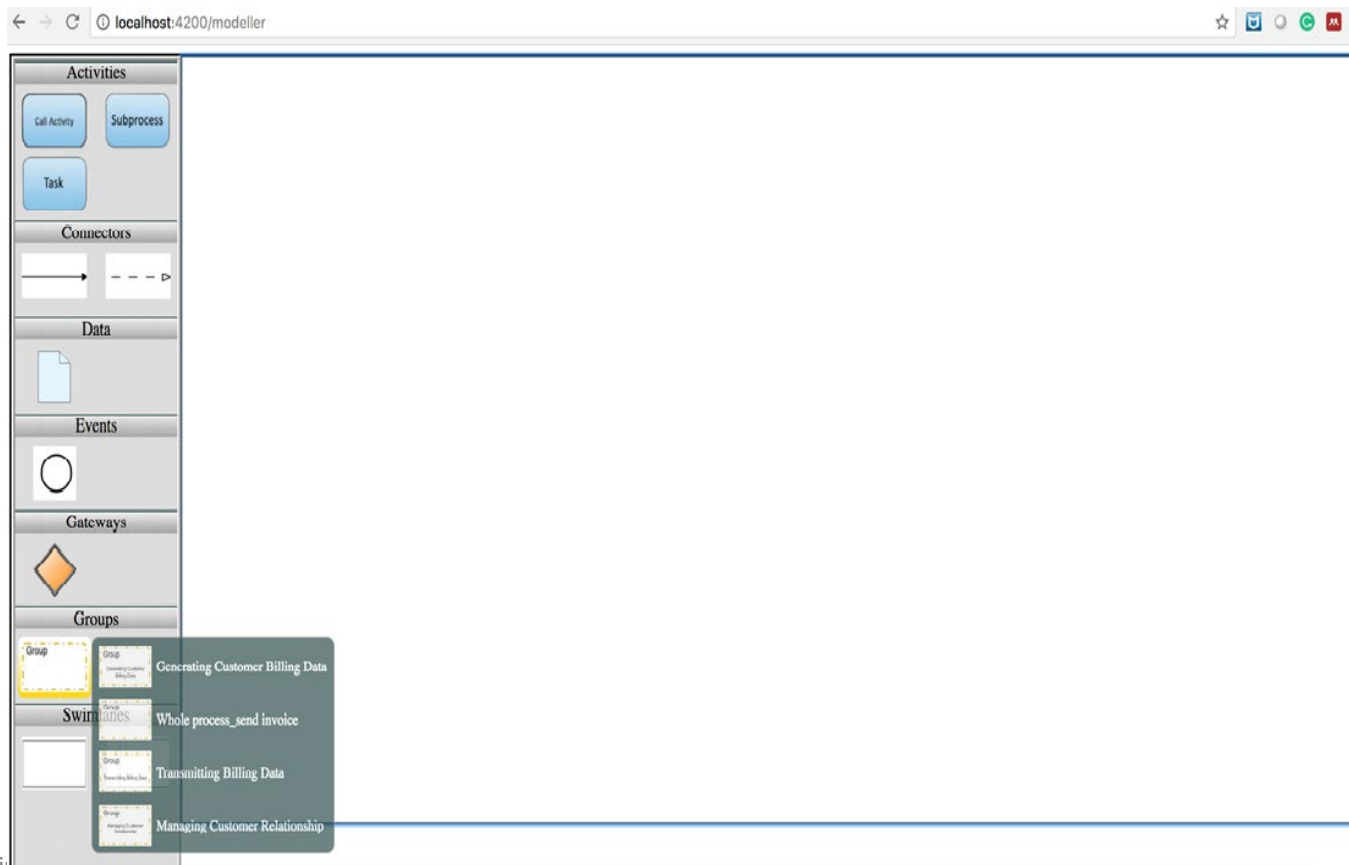


AOAME – Agile and Ontology-based Modeling Environment

<https://aoame.herokuapp.com/modeller>

Language: SAPScenes

View: SAP Scenes Modeling View



AOAME4Scenes

Palette

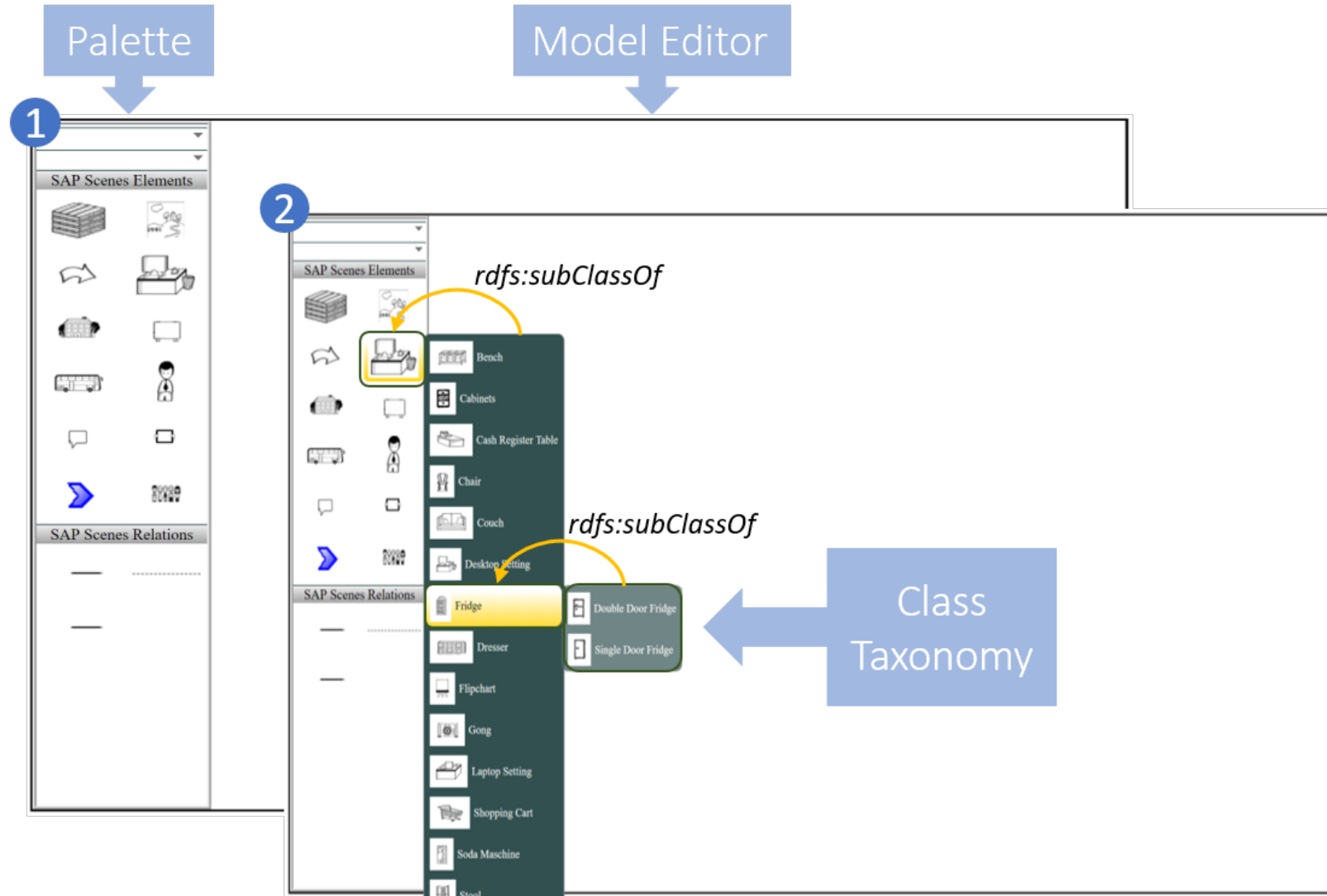
Model Editor



Need for Agile Extensions

- Design Thinking / Sketching can be used for any application domain
- SAP Scenes has a huge number of elements, but
 - ...it is impossible to have a modeling language/tool that includes all relevant elements

Extending AOAME4Scenes



Exercise: Improve Payment



Exercise: Empathize (1)

- Think of concrete payment situations
- Did you have to pay something today?
 - ◆ What did you buy/consume?
 - ◆ How did you pay?
- Let us model such a situation

Thanks to ...



Emanuele Laurenzi



Charuta Pande



Maja Spahic



Devid Montecchiari