

UAF 1.1 to UAF 1.2. New elements

UAF 1.2	Description
Actual Effect	A real world phenomenon that follows and is caused by some previous phenomenon.
Actual Outcome	Something that happens or is produced as the final consequence or product and is related to one of the goals for the business or enterprise. Outcome is a special kind of effect, one that is usually at the end of a chain of effects, i.e. an "end effect".
Capability Kind	Enumeration of the possible kinds of Capability. The following are enumeration literals for Capability Kind: Operational, Other, Personnel, Resource, Security, Service, and Strategic.
Challenge	An existing or potential difficulty, circumstance, or obstacle which will require effort and determination from an enterprise to overcome in achieving its goals.
Challenge Kind	Enumeration of the possible kinds of Challenge. The following are enumeration literals for ChallengeKind: Business, Enterprise, Mission, Other, and Strategic.
Compares To	An abstraction relationship relating the effect that is achieved with the originally expected Desired Effect. Providing a means of comparison, between the expectation of the desirer and the actual result.
Creates	A dependency relationship denoting that an Actual Strategic Phase brings into existence a Strategic Asset.
Driver	A factor which will have a significant impact on the activities, and goals of an enterprise.
Driver Kind	Enumeration of the possible kinds of Driver. The following are enumeration literals for DriverKind: Operational, Other, Personnel, Project, Resource, Security, Service, Standard, and Strategic.
Effect	A kind of phenomenon that follows and is caused by some previous phenomenon that could lead to downstream effects or to one or more desired outcomes.
Enables	A dependency relationship denoting that an Opportunity provides the means for achieving an Enterprise Goal or Objective.
Enterprise Mission	Mission captures at a high level what you will do to realize your vision.
Enterprise Objective	A statement of an attainable, time-targeted, and measurable target that the enterprise seeks to meet in order to achieve its Goals.
Evoked By	A dependency relationship denoting that a Risk is drawn out by an Opportunity.
Governed By	An abstraction relationship that exists between the ServiceContract and the Service that it governs.
Impacted By	A dependency relationship denoting that a Capability is affected by an Opportunity.
Maps To Goal	A dependency relationship denoting that some Strategic Information contributes to achieving an Enterprise Goal or Objective.
Motivated By	A dependency relationship denoting the reason or reasons one has for acting or behaving in a particular way.
Opportunity	An existing or potential favorable circumstance or combination of circumstances which can be advantageous for addressing enterprise Challenges.
Owns Value	An abstraction relationship denoting that an Actual Organizational Resource owns a Value Item.
Phases	An abstraction relationship that exists between a Phaseable Element and an Actual Strategic Phase that it is assigned to.
Presented By	A dependency relationship denoting that a Challenge must be overcome for addressing a Driver.
Resource Service	A services that a Resource Performer provides to support higher level Services or Operational Activities. Employee provisioning, backup and recovery, storage, self-service help desk are examples of Resource Services.
Resource Service Interface	A contract that defines the Resource Methods and Resource Signal receptions that the Resource Services realize.
Security Risk	The level of impact on enterprise operations, assets, or individuals resulting from the operation of an information system given the potential impact of a threat and the likelihood of that threat occurring [NIST SP 800-65].

Sequence	A dependency relationship that asserts one Individual's temporal extent is completely before the temporal extent of another.
Service Architecture	An element used to denote a model of the Architecture, described from the Services perspective.
Service Contract	A constraint governing the use of one or more Services.
Service Control Flow	An Activity Edge that shows the flow of control between Service Function Actions.
Service Exchange	Asserts that a flow can exist between Services (i.e. flows of information, people, materiel, or energy).
Service Exchange Item	An abstract grouping for elements that defines the types of elements that can be exchanged between Services and conveyed by a Service Exchange.
Service Exchange Kind	Enumeration of the possible kinds of Service Exchange. The following are enumeration literals for Service Exchange Kind: • Configuration Exchange - Indicates that the Operational Exchange associated with the Operational Exchange Kind is a logical flow where Capability Configurations flow from one Operational Performer to another. • Energy Exchange - Indicates that the Operational Exchange associated with the Operational Exchange Kind is a logical flow where energy is flowed from one Operational Performer to another. • Information Exchange - Indicates that the Operational Exchange associated with the Operational Exchange Kind is a logical flow where information is flowed from one Operational Performer to another. • Materiel Exchange - Indicates that the Operational Exchange associated with the Operational Exchange Kind is a logical flow of materiel (artifacts) between Functions. • Organizational Exchange - Indicates that the Operational Exchange associated with the Operational Exchange Kind is a logical flow where human resources (Post Types, Role Types) flow between Operational Performers.
Service Object Flow	An Activity Edge that shows the flow of Resources (objects/information) between Service Function Actions.
Service Signal	A specification of a kind of communication between Services in which a reaction is asynchronously triggered in the receiver without a reply.
Service Signal Property	A property of a Service Signal typed by Service Exchange Item. It enables Service Exchange Item e.g. Operational Information to be passed as arguments of the Service Signal.
Strategic Constraint	A Rule governing a Capability.
Strategic Exchange	Asserts that a flow can exist between Actual Strategic Phases (i.e. flows of information, people, materiel, or energy).
Strategic Information	Knowledge communicated or received concerning a particular fact or circumstance that is strategic in nature that is important or essential in relation to a plan of action.
Value Item	An ideal, custom, or institution that an enterprise promotes or agrees with. It may be positive or negative, depending on point of view.
Value Item Kind	Enumeration of the possible kinds of Value Item. The following are enumeration literals for Value Item Kind: Benefit, Cost, KPI, Loss, Other, Quality, Revenue, and Time.
Value Stream	An end-to-end collection of activities that create a result for a customer, who may be the ultimate customer or an internal end-user of the value stream. Value stream nested within another value stream may represent Value Stream Stage - a distinct, identifiable phase or step within a value stream [The Business Architecture Metamodel Guide, 2020].