
ArchiMate Viewpoint: Motivation Viewpoint

In the [ArchiMate](#) language, a viewpoint is a relevant subset of ArchiMate elements and relationships, put together on a diagram in representing a particular part of an architecture. ArchiMate suggests a set of [example viewpoints](#). Each of them comprises elements from different layers. Besides, the Grouping element, Junction, and Or Junction can be used in every viewpoint. These basic viewpoints can be used as starting points for modeling efforts. But keep in mind that these example viewpoints should not constrain modeling activities. Organizations should modify the example viewpoints or even to design their own viewpoints in addressing specific stakeholder concerns. This article describes one of the many example viewpoints - The Motivation Viewpoint.

What is an Motivation Viewpoint?

According to [ArchiMate 3.0.1 specification](#):

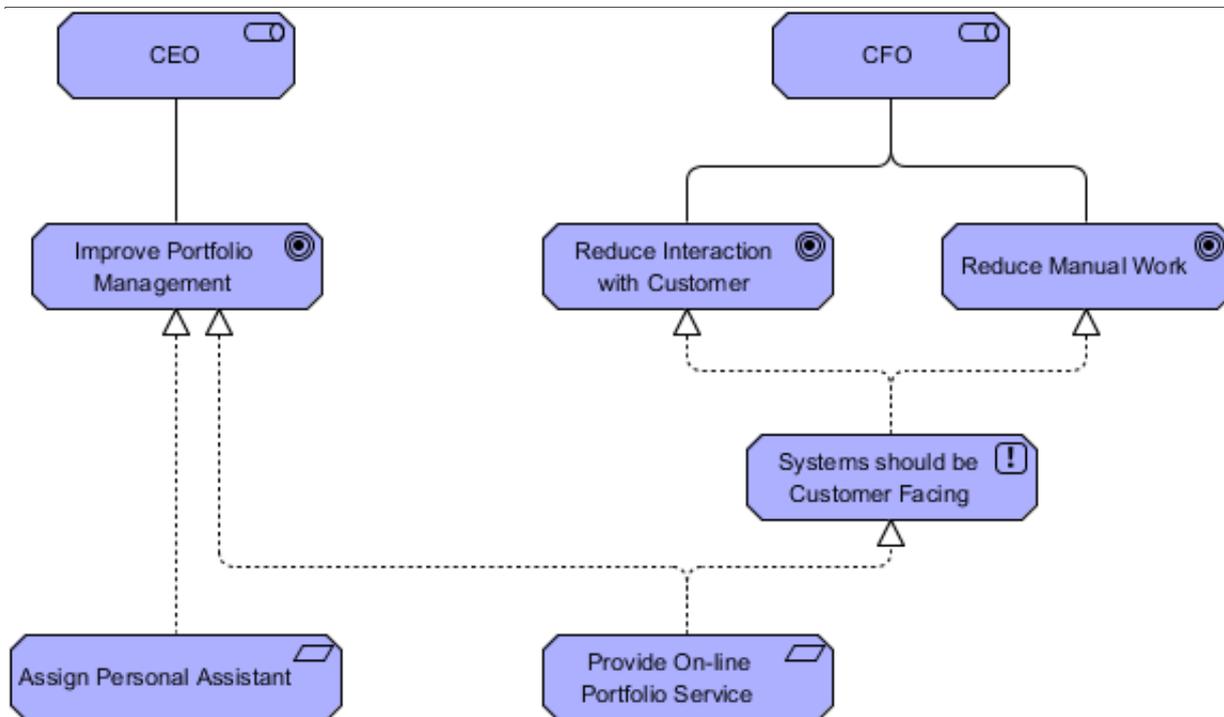
The motivation viewpoint allows the designer or analyst to model the motivation aspect, without focusing on certain elements within this aspect. For example, this viewpoint can be used to present a complete or partial overview of the motivation aspect by relating stakeholders, their primary goals, the principles that are applied, and the main requirements on services, processes, applications, and objects.

The table below describes Motivation Viewpoint in more detail.

Attribute	Value
Stakeholders	Enterprise and ICT architects, business analysts, requirements managers
Concerns	Architecture strategy and tactics, motivation
Purpose	Designing, deciding, informing
Scope	Motivation

Motivation Viewpoint Example

The figure below shows an ArchiMate diagram created under the Motivation Viewpoint. By applying a viewpoint you are allowed to draw an ArchiMate diagram with a subset of ArchiMate elements and relationships, as defined under the viewpoint.

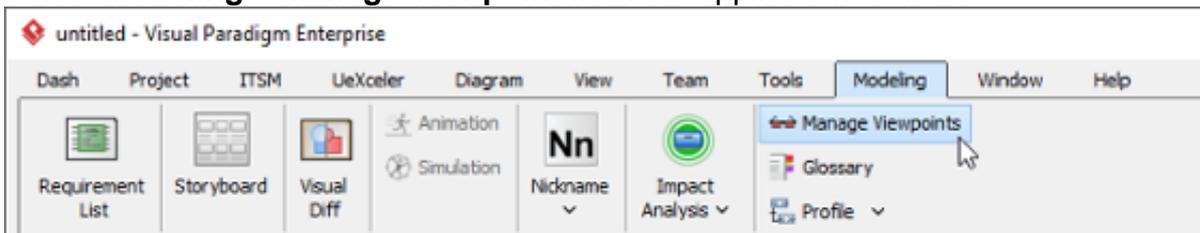


How to apply Motivation Viewpoint?

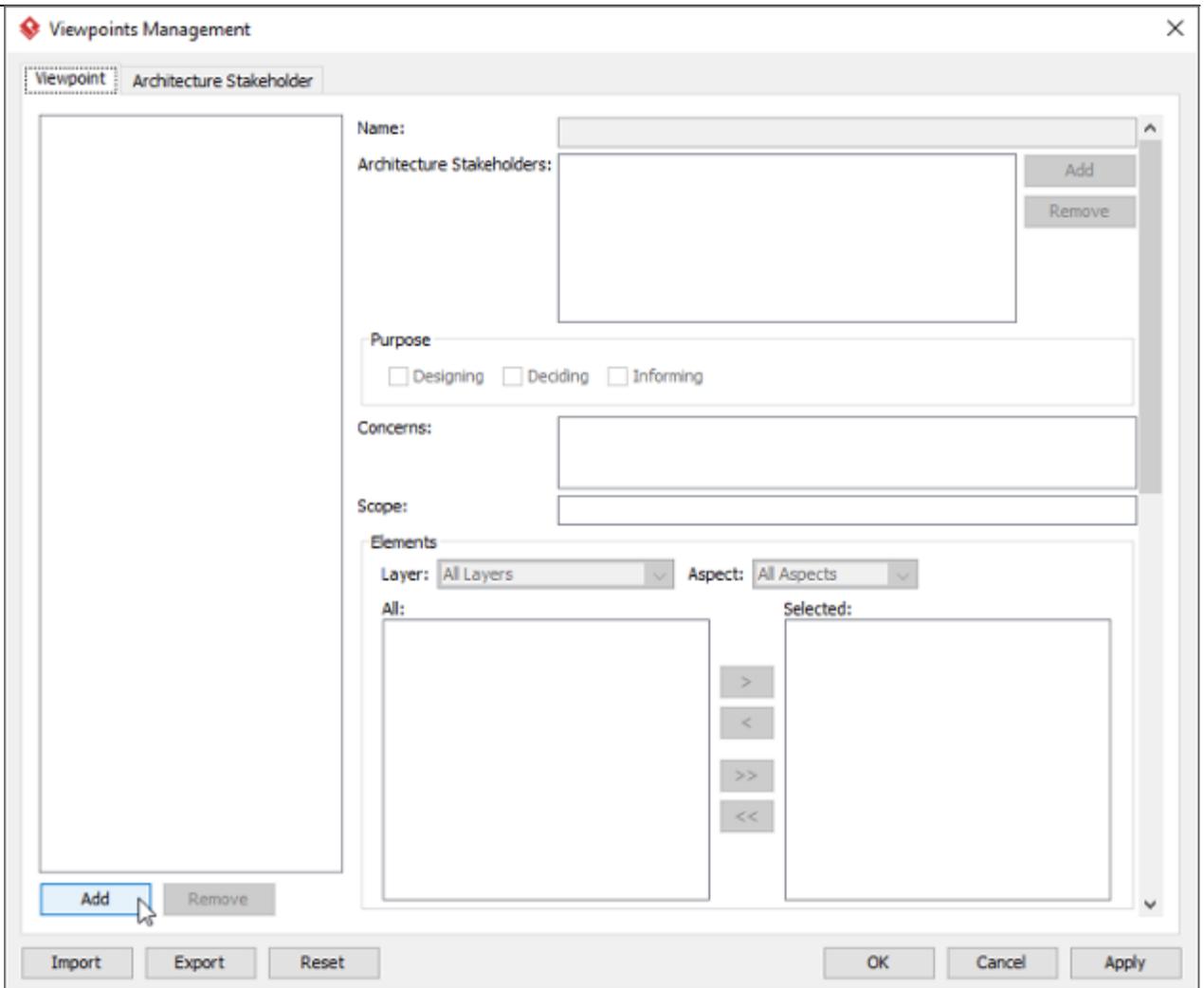
To apply Motivation Viewpoint (or any other viewpoint) involves two main steps. The first step is to configure your project to use the viewpoint. The second step is to edit your diagram by selecting the viewpoint.

Project configuration

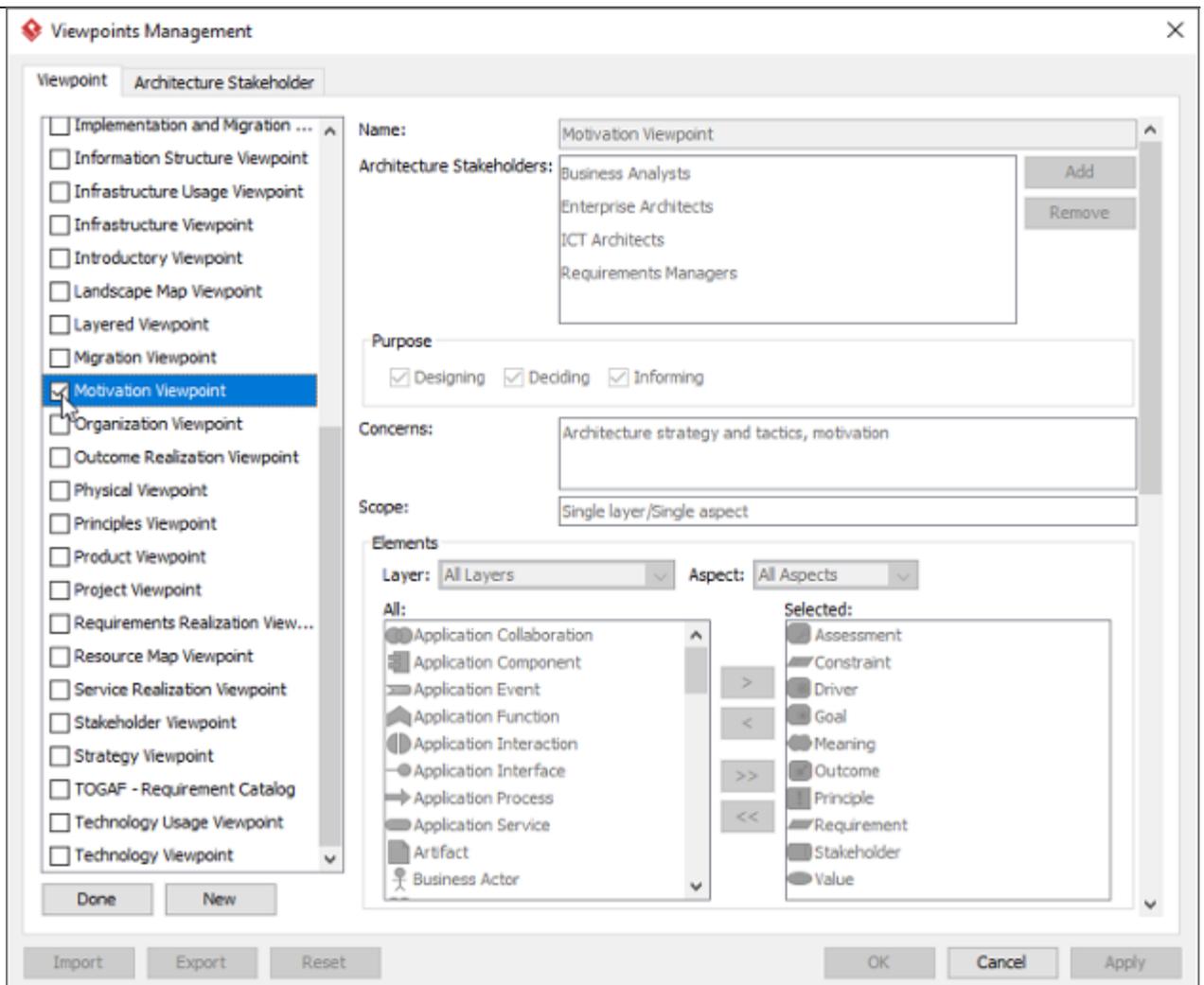
1. Select **Modeling > Manage Viewpoint** from the application toolbar.



2. This shows the **Viewpoint** tab. Click **Add** at bottom left.



3. This shows the list of example viewpoints. Select **Motivation Viewpoint**. The stakeholder, purpose, concerns and related elements are presented on the right.

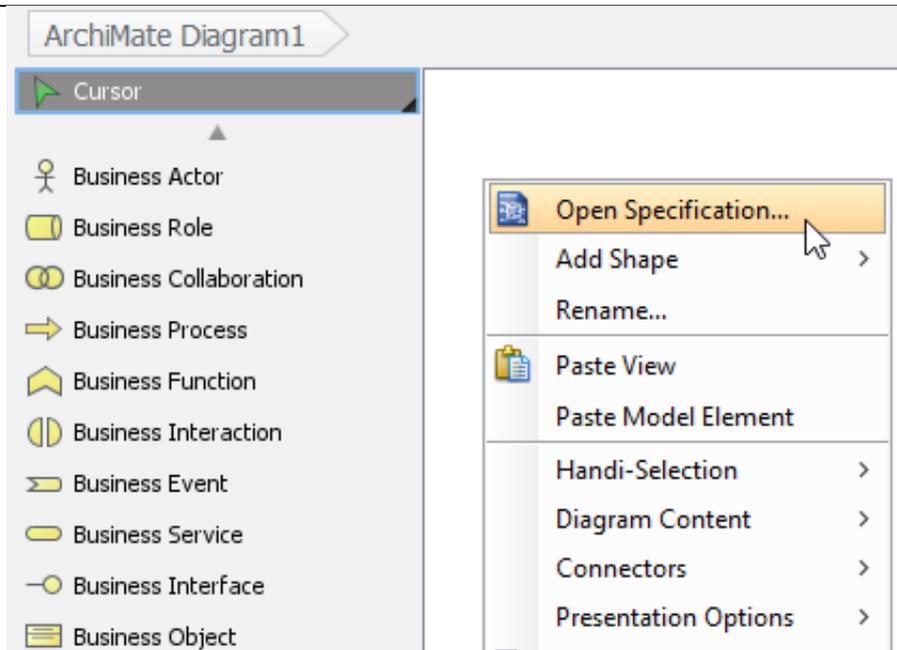


4. Click **Done**.
5. Click **OK** to confirm.

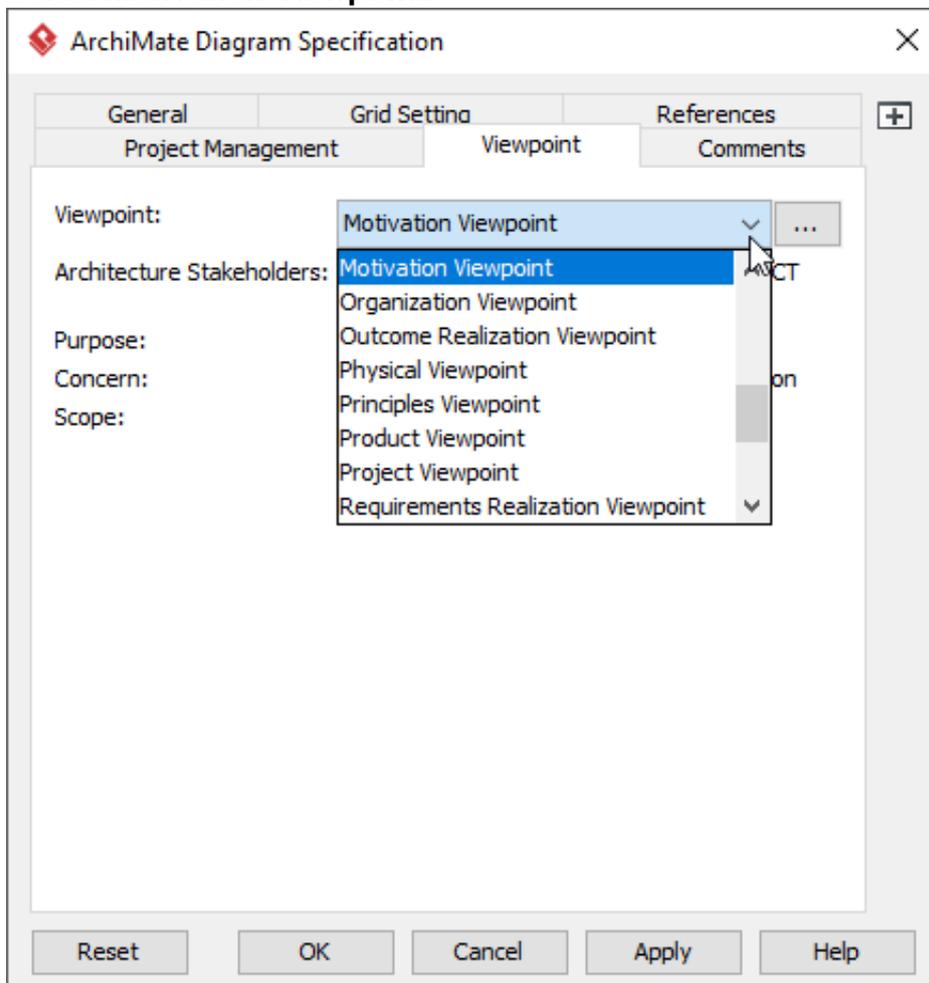
Setting a viewpoint to diagram

To apply Motivation Viewpoint on an ArchiMate diagram:

1. Right click on the ArchiMate diagram and select **Open Specification...** from the popup menu.



2. Open the **Viewpoint** tab.
3. Select **Motivation Viewpoint**.



4. Click **OK** to return to the diagram. From now on, you can select the subset of ArchiMate elements and relationships defined under the Motivation Viewpoint.

- Cursor
- ↔ Assignment
 - > Realization
 - Triggering
 - Serving
 - Association
 - Provided
 - ←R.. Read Access
 - ◇ Aggregation
 - ◆ Composition
 - Specialization
 - > Flow
 - 📍 Location
 - Grouping
 - And Junction

