

Training program:

Archetypes - the modern architect's secret superpower

Info:

Name:	Archetypes - the modern architect's secret superpower
Code:	ddd-archetypes
Category:	Domain Driven Design and Event Storming
Target audience:	
Duration:	2 days
Format:	50% lecture / 50% workshop

Imagine jumping into a new project. In a very short time you start asking meaningful questions, understand the business, and model it correctly. Somehow you just feel what's right. You manage to solve some of the problems the team was facing for months. You suggest improvements that can benefit your clients tremendously. All within the first few weeks

Some team members may admire you, while others might make accusations that you are cheating or faking your abilities, or that you possess some special superpowers. Sounds like a fairy tale?

Sounds like a fairy tale?

During this hands-on workshop you will learn how to utilize archetypes and AI solutions to immediately recognize the business patterns, make right modeling decisions and astonish your fellow team members.

It's all about the content.

- How to apply archetypes to design the right architecture in no time
- Learn strategic approach to analyze processes in the context of archetypes
- Tools how to find archetypes
- Understanding of Business Archetypes vs Architectural Archetypes
- How to use AI to augment your architectural decisions

Training program

1. Foundations and Core Archetypes

1.1. Introduction

1.1.1. Workshop goals and context

1.2. Warm-up Exercise

1.2.1. Identify archetype patterns across different examples

1.2.2. Group discussion: where have you seen these patterns before?

1.3. Core Concepts

1.3.1. Archetype vs. Design Pattern

1.3.2. Strategic vs. Tactical Archetypes

1.3.2.1. Blueprint vs. implementation in code

1.3.2.2. Variations: pleomorphs, configurations, real-world mappings

1.3.3. Why code often fails to reflect archetypes clearly

1.4. Archetype Inventory

1.4.1. Overview of key archetypes

1.5. Hands-on: Inventory Archetype

1.5.1. Discovering the archetype using Q and A heuristics (CrowdSorcery)

1.5.2. Designing Inventory architecture

1.6. Hands-on: Party Archetype

1.6.1. Discovering the archetype using Q and A heuristics (CrowdSorcery)

1.6.2. Designing Party architecture

2. Advanced Applications and Synthesis

2.1. Recap

2.1.1. Key takeaways from Day 1

2.2. Methods and Context

2.2.1. Archetypes Funnel Method

2.2.2. Using Wardley Mapping with archetypes

2.2.3. AI-assisted exploration: how to utilize agents to help you discover recurring architectural and business patterns

2.3. Product and Catalog

2.3.1. Product archetype in catalog context

2.3.2. Group discussion

2.4. Financial and Engagement Archetypes

2.4.1. Wallet / Account archetype

2.4.2. Engagement and gamification archetypes

2.5. Template and Execution

2.5.1. Concept overview

2.5.2. Hands-on: identifying Template and Execution in a real project

2.5.3. Architecture design exercise

2.6. Group Decision Making (GDM)

2.6.1. Archetype overview

2.6.2. Hands-on: discovery and architecture design

2.7. CRM and Measurement

2.7.1. CRM archetype discussion

2.7.2. Measurement archetype

2.7.3. Hands-on: discovery and architecture design

2.8. Scaling Archetypes

2.8.1. Archetype levels:

2.8.1.1. Company

2.8.1.2. Industry

2.8.1.3. Cross-industry

2.8.1.4. "Mysticism" (emerging/abstract patterns)

2.9. Conceptual Distinctions

2.9.1. Behavior vs. structure archetypes (e.g., Money, Order, Product)

2.10. Closing

2.10.1. Building your own archetype catalog

2.10.2. Composing higher-level capabilities from archetype fragments

2.10.3. Selecting only what fits your context