

Stereotyping e^3 value in UML

Background

The e^3 value methodology is an approach for understanding networks of enterprises creating, distributing and consuming things of economic value. The methodology includes an ontology for representing e^3 value models, as well as software tool support for analyzing such models. For more information, see [1,2] and the master-level course e-Business Innovation.

Problem

An e^3 value model shows from a syntactical point of view similarities with techniques used in the UML. In this assignment, we want to stereotype the e^3 value technique on constructs available in the UML. Additionally, elementary tool support for the e^3 value technique has to be developed using commercial UML tools

Requirements

- good understanding of e^3 value, preferably you have at least followed the course e-Business Innovation;
- good UML skills

Organization

This is an assignment hosted by Tiel Chang from Getronics/Pink Roccade. Participation in the VU Greeting research meetings on e^3 value is compulsory. The assignment will be supervised by Jelle Gerbrandy (Getronics /Pink Roccade) and Jaap Gordijn (VU).

References

- [1] J. Gordijn and J.M. Akkermans, "Value based requirements engineering: Exploring innovative e-commerce idea", Requirements Engineering Journal, Springer Verlag, Vol. 8, Nr. 2, pp 114-134, 2003
- [2] J. Gordijn and J.M. Akkermans, "e3-value: Design and Evaluation of e-Business Models", IEEE Intelligent Systems, special issue on e-business, Vol. 16, Nr. 4, pp 11-17, 2001.