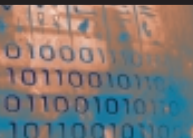


ThoughtWorks®

# Health ICT Overview

*June 2012*  
*Bart Stidham*





**What  
Data**



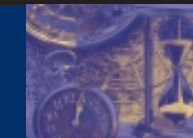
**How  
Function**



**Where  
Network**



**Who  
People**




**When  
Time**



**Why  
Motivation**





List of Things  
  
ENTITY =  
Class of Business Entities

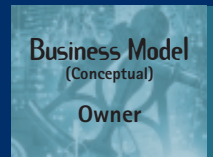
List of Processes  
  
PROCESS =  
Class of Business Processes


List of Locations  
  
NODE =  
Class of Business Locations


List of Organizations  
  
PEOPLE =  
Class of Business Organizations


List of Cycles  
  
CYCLE =  
Class of Business Cycles


List of Goals  
  
END =  
Class of Business Objectives





e.g., Semantic Model  
  
ENTITY = Business Entity  
RELATION = Business Relationship

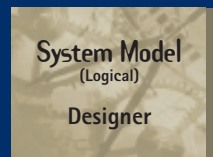
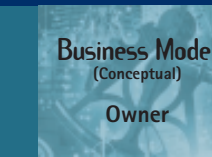
e.g., Business Process Model  
  
I/O = Business Resources  
PROCESS = Business Process


e.g., Logistics Network  
  
NODE = Business Location  
LINK = Business Linkage


e.g., Work Flow Model  
  
PEOPLE = Organization Unit  
WORK = Work Product


e.g., Master Schedule  
  
TIME = Business Event  
CYCLE = Business Cycle


e.g., Business Plan  
  
ENDS = Business Objective  
MEANS = Business Strategy





e.g., Logical Data Model  
  
ENTITY = Data Entity  
RELATION = Data Relationship

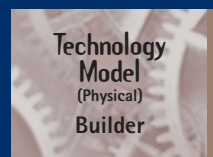
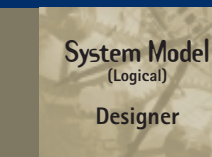
e.g., Application Architecture  
  
I/O = User Views  
PROCESS = Application Function


e.g., Distributed System Architecture  
  
NODE = IS Function  
LINK = Line Characteristics


e.g., Human Interface Architecture  
  
PEOPLE = Role  
WORK = Deliverable


e.g., Processing Structure  
  
TIME = System Event  
CYCLE = Processing Cycle


e.g., Business Rule Model  
  
ENDS = Structural Assertion  
MEANS = Action Assertion





e.g., Data Design  
  
ENTITY = Table/Segment/etc.  
RELATION = Key/Pointer/etc.

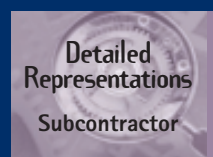
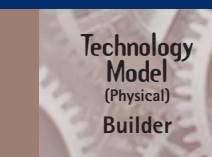
e.g., System Design  
  
I/O = Data Elements/Sets  
PROCESS = Computer Function


e.g., Technology Architecture  
  
NODE = Hardware/System  
Software  
LINK = Line Specifications


e.g., Presentation Architecture  
  
PEOPLE = User  
WORK = Screen/Device Formats


e.g., Control Structure  
  
TIME = Execute  
CYCLE = Component Cycle


e.g., Rule Design  
  
ENDS = Condition  
MEANS = Action





e.g., Data Definition  
  
ENTITY = Field  
RELATION = Address

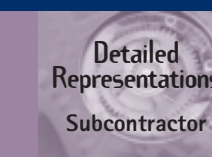
e.g., Program  
  
I/O = Control Block  
PROCESS = Language Statement

e.g., Network Architecture  
  
NODE = Addresses  
LINK = Protocols

e.g., Security Architecture  
  
PEOPLE = Identity  
WORK = Job

e.g., Timing Definition  
  
TIME = Interrupt  
CYCLE = Machine Cycle

e.g., Rule Specification  
  
ENDS = Sub-condition  
MEANS = Step



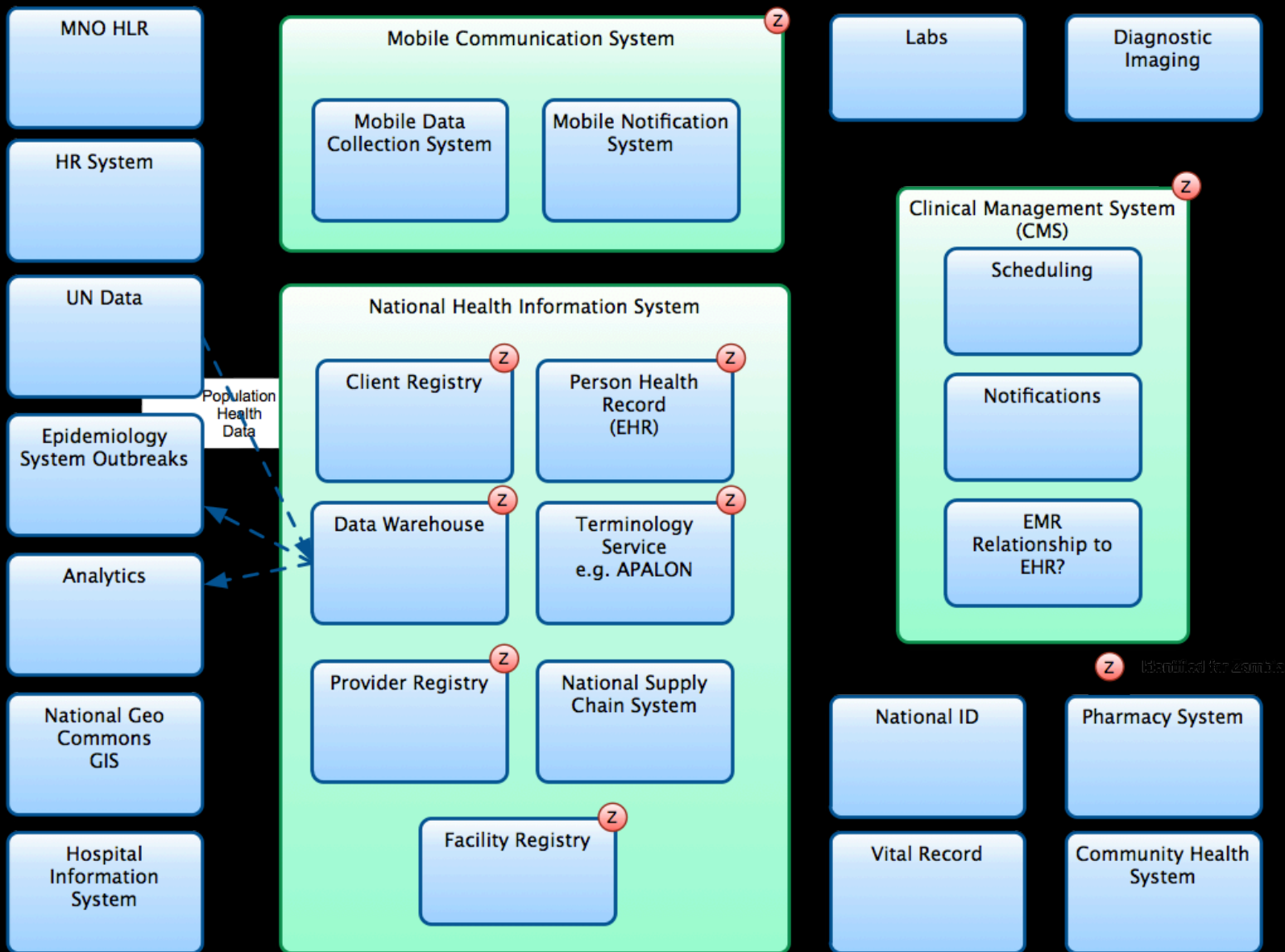
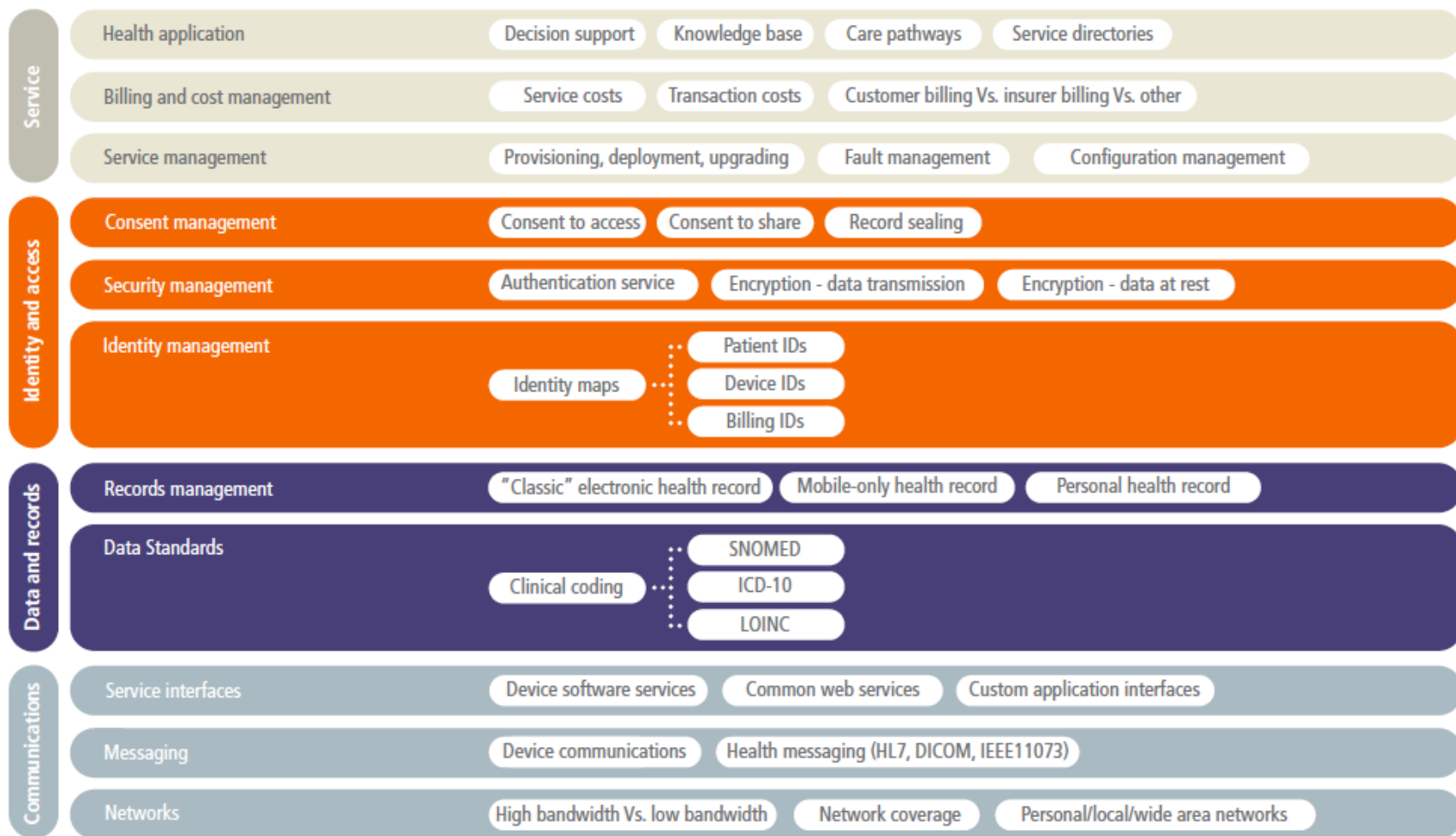


Figure 7. Architectural components of a mobile health solution



This diagram is not designed to be exhaustive, but gives an impression of the building blocks necessary to develop a fully integrated, end-to-end mobile health solution. The following sections explore the components in more detail.