S*Patterns are re-usable, configurable, S*Models.
S*Models are MBSE models satisfying the S*Metamodel.
S*Metamodel: The smallest set of elements necessary for system life cycle purposes of engineering and science (ISO 15288 or otherwise).
Modeling language independent: use SysML, IDEF, or your personal favorite language—but cover the S*Metamodel elements.
Tools independent: mapped to multiple third party COTS modeling tools, PLM systems, and databases.
Team Projects

- Wave 1 Projects (completed in 2014):
  - Using Patterns in Automated Verification of Safety-Critical Systems
  - Patterns for Reducing Error Escapes in Development
  - Life Cycle Patterns Across the Enterprise
  - Automated Vehicle Pattern
  - The Case for a Stronger Foundation Metamodel for MBSE: Parts 1, 2

  - Agile Systems Engineering Life Cycle Pattern (Joint with Agile WG)
  - SE Community Social Network Pattern
  - INCOSE Summary of PBSE Methodology
  - The Case for a Stronger Foundation Metamodel for MBSE: Part 3

- Future Projects: (2015-____)
  - Your interests? Suggest! Question! Join us!

- Co-chairs: Bill Schindel  schindel@ictt.com
  Troy Peterson  peterson_troy@bah.com

- Team web page (in INCOSE/OMG MBSE wiki):
Every S*Metaclass shown is embedded in both a containment hierarchy and an abstraction (class) hierarchy.
# Historical S*Patterns Across Domains

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<th>Medical Devices Patterns</th>
<th>Construction Equipment Patterns</th>
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<td>Vision System Patterns</td>
<td>Packaging Systems Patterns</td>
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<td>Embedded Intelligence Patterns</td>
<td>Systems of Innovation (SOI) Pattern</td>
<td>Consumer Packaged Goods Patterns (Multiple)</td>
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<td>Life Cycle Management System Patterns</td>
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<tr>
<td>Agile Systems Engineering Life Cycle Pattern</td>
<td>Transmission Systems Pattern</td>
<td>Precision Parts Production, Sales, and Engineering Pattern</td>
<td>Higher Education Experiential Pattern</td>
</tr>
</tbody>
</table>
Process Compatibility:
Patterns include the System Life Cycle Process:
- ISO15288
- Agile Scrum
- Information Systems
Extracts from: Oil Filter Pattern Example

See the team wiki for much more on this.