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# Digital Engineering Information Exchange Working Group

A Standardized way to Offer, Request and Exchange Digital Artifacts

#### **Products**

- <u>DEIXPedia:</u> <u>Micropedia of digital engineering topics to explain relevant DEIX topics.
  </u>
  - Status: MaintainingPOC: Frank Salvatore
- <u>Primer</u>: A narrative that describes the concepts and interrelationships between digital artifacts, enabling systems, and exchange transactions.

Status: MaintainingPOC: Sean McGervey

 <u>Digital Engineering Information Exchange Model (DEIXM):</u> A prescriptive system model for exchanging digital artifacts in an engineering ecosystem

Status: MaintainingPOC: Chris Schreiber

 <u>Digital Viewpoint Models (DVM)</u>: Descriptive concept models of digital views relating DE information, artifacts and views

Status: MaintainingPOC: Tamara Hambrick

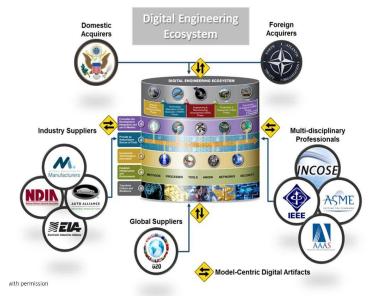
• Tech Lead: Terri Chan, Ken Zhang, Bill Bishop

- <u>DEIX Standards Framework (DEIX-SF</u>): A framework for official standards related to MBE Information Exchanges
  - STATUS: DRAFT developed, Update for ISO DE standards

POC: Celia Tseng
 Took Load: Wanda

Tech Lead: Wanda Eyre

# Information Exchange Model for Digital Engineering Ecosystem



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For more details see the Digital Engineering Information Exchange Working Group (DEIX WG) WIKI page at:

http://www.omgwiki.org/MBSE/doku.php?id=mbse:deix







# **INCOSE IW Agenda**

30 January 2022







# Session #1: Saturday, 29 January 1030-1200 PST

- Objectives:
  - Finalize plans and agenda for the remaining three sessions at IW
  - Determine the next steps for the products generated at IW
    - INCOSE IS Tracks
    - ISO/IEC DE Standards

- Determine final number of breakout teams based on attendance
- Divide spreadsheet user stories between breakout teams
- Provide DEIXWG Digital Viewpoint Model (DVM) to the breakout teams
- Review process for identifying and capturing new extensions to the concepts in the DVM ontology
- Identify areas for refining our ISO DE whitepaper based on IW products







# Session #2: Saturday, 29 January 1430-1730 PST

- Objectives:
  - Inform attendees and breakout team leaders on overall objectives and activities of the breakout teams
  - Refine user stories in spreadsheet, along with any DEIX Challenge submissions
  - Refine DVM ontology

- Review purpose of the DEIXWG and recent activities
- Review overall objectives and activities of the breakout teams
- Assign attendees to breakout teams
- Each breakout team refines user stories assigned to them
  - Discuss standards needs for user stories
  - Identify relevant existing standards
- Each breakout team identifies potential new concepts to the DVM ontology based on the user stories
  - Include relevant standards







# Session #3: Sunday, 30 January 1000-1200 PST

## Objectives:

- Review outputs from previous day's session to cross-pollinate ideas from each breakout team's user stories and ontology concepts
- Continued refinement of user stories and DVM
- Development of example Digital Views (conceptual only!) described using the extended DVM concepts, as a user story and DVM validation exercise

- Each breakout team finishes refining user stories assigned to them
- Each breakout team finishes identifying potential new concepts to the DVM ontology based on the user stories
  - Include standards
- Each breakout team identifies potential overlap or relationship with concepts from other teams
- Each breakout team creates a notional mockup of at least one Digital View for each of their user stories







# Session #4: Monday, 31 January 1000-1200 PST

## • Objectives:

- Review outputs from previous day's session to cross-pollinate ideas from each breakout team's user stories and ontology concepts
- Development of example Digital Views (conceptual only!) described using the extended DVM concepts, as a user story and DVM validation exercise
- Discuss next steps for the user stories, DVM, and example Digital Views

- Each breakout team identifies potential overlap or relationship with concepts from other teams
- Each breakout team creates a notional mockup of at least one Digital View for each of their user stories
- Each breakout team identifies any language, infrastructure, tool, or standards gap involved in actually implementing their Digital View(s)
- As a group, discuss next steps for ISO, INCOSE, and OMG engagement