

DAFTAR ISI

LEMBAR PENGESAHAN	i
LEMBAR PERNYATAAN ORISINALITAS	iii
ABSTRAK	iv
<i>ABSTRACT</i>	v
KATA PENGANTAR	vi
DAFTAR ISI.....	viii
DAFTAR GAMBAR	xii
DAFTAR TABEL.....	xiv
DAFTAR SINGKATAN	xvi
DAFTAR ISTILAH	xvii
BAB I	1
PENDAHULUAN	1
I.1 Latar Belakang	1
I.2 Perumusan Masalah	3
I.3 Tujuan Penelitian	4
I.4 Batasan Penelitian	4
I.5 Manfaat Penelitian	4
I.6 Sistematika Penulisan	5
BAB II.....	7
KAJIAN TEORI	7
II.1 Enterprise Architecture.....	7
II.1.1 Enterprise	8
II.1.2 Architecture.....	8
II.2 Framework.....	9
II.2.1 Macam-macam Framework	9
II.2.2 TOGAF	11
II.3 Arsitektur Referensi	14
II.3.1 Generik Reference Model	14

II.3.2	Asosiasi Industri Pariwisata	16
II.3.3	Lingkup Dukungan TI untuk Pariwisata	19
II.3.4	Arsitektur Fungsi.....	19
II.3.5	Sales	22
II.3.6	Kriteria Kunci Sales and Service terkait Enterprise Architecture pada Industri Pariwisata.....	23
BAB III	25
METODOLOGI PENELITIAN	25
III.1	Model Konseptual	25
III.2	Sistematika Penelitian	28
BAB IV	32
PENGUMPULAN DATA DAN IDENTIFIKASI ARCHITECTURE ENTERPRISE EKSISTING.....		32
IV.1	Pengelolaan Data	32
IV.4.1	Ruang Lingkup.....	32
IV.4.2	Kebutuhan Data.....	32
IV.2	Metode Pengumpulan Data	35
IV.3	Latar Belakang Perum Perhutani Unit III.....	36
IV.4	Identifikasi Kondisi Eksisting Bisnis	40
IV.4.1	<i>Business Model Canvas</i>	40
IV.4.2	Proses Bisnis Eksisting Fungsi Operasional	42
IV.5	Identifikasi Kondisi <i>Information System Eksisting</i> Fungsi Operasional	57
IV.5.1	Identifikasi Data	58
IV.5.2	Identifikasi Aplikasi	58
IV.6	Identifikasi Kondisi Eksisting Teknologi.....	60
BAB V	61
RANCANGAN <i>ENTERPRISE ARCHITECTURE</i>		61
PERUM PERHUTANI UNIT III.....		61
V.1	Fase <i>Preliminary</i>	61
V.1.1	<i>Principles Catalog</i>	61
V.2	Fase <i>Architecture Vision</i>	64
V.2.1	<i>Stakeholder Map Matrix</i>	64
V.2.2	<i>Value Chain Diagram</i>	67

V.2.3	<i>Business Model Canvas</i>	69
V.2.4	<i>Solution Concept Diagram</i>	71
V.2.5	<i>Business Scenario</i>	72
V.3	Fase <i>Business Architecture</i>	80
V.3.1	<i>Drivers/Goals/Objectives Catalog</i>	80
V.3.2	<i>Objective Requirement Diagram</i>	82
V.3.3	Requirement Catalog.....	84
V.3.4	<i>Business Footprint Diagram</i>	84
V.3.5	<i>Business Interaction Matrix</i>	88
V.3.6	<i>Actor/Role Matrix</i>	92
V.3.7	Proses Bisnis High-Level Target	98
V.4	Fase Information System Architecture.....	117
V.4.1	Fase Data Architecture	117
V.4.2	Fase Application Architecture.....	135
V.5	Fase Technology Architecture.....	153
V.5.1	<i>Requirement Technology</i>	153
V.5.2	<i>Technology Standar Catalog</i>	154
V.5.3	<i>Technology Portfolio Catalog</i>	159
V.5.4	System Technology Matrix	160
V.5.5	<i>Environment and Locataion Diagram</i>	161
V.6	<i>Perform Gap Analysis</i>	163
V.7	Fase Opportunities and Solution	169
V.8	<i>Fase Migration Planning</i>	179
V.8.1	Identifikasi Depedencies	179
V.8.2	Analisis Kelayakan Berdasarkan <i>Benefit/Effort Matrix</i>	182
V.8.3	Roadmap	184
BAB VI	188
PENUTUP	188
VI.1	Kesimpulan.....	188
LAMPIRAN	192
DAFTAR PUSTAKA	197