Conceptual Modelling of a mobile App for Occupational Safety using Process and Objectives Patterns

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Abstract. A pattern is a model that allows the reuse of a successful solution for the same problem in different contexts. From a Software Engineering approach, there are different pattern types; the present work proposes the use of processes and goals patterns to describe processes at the Conceptual Modelling phase of an information system. We develop a study case over a process supporting an application for occupational safety monitoring in the Public Sector. This process, due to its features and fully digital implementation, can be considered as a repeatable Electronic Government experience. Patterns described here are part of a pattern catalog from the experimental phase of a research that searches to define an analysis model for the application of Conceptual Modelling Patterns for Electronic Government systems

Keywords: Patterns, Processes, Electronic Government, Occupational Safety, eGov.

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