# *ABSTRACT*

*Smart Village is a rural development concept that integrates information technology with the lives of village communities to develop Indonesia sustainably by adopting components of the Smart City concept. It is in line with achieving Village Sustainable Development Goals (SDGs). Implementing the Smart Village concept aims to support villages in achieving their maximum potential and advancing the development of rural areas. In implementing the smart village concept, the research object chosen was in Buahbatu Village, Bojongsoang District, Bandung Regency, West Java Province. Based on the assessment of Village SDGs achievements in Buahbatu Village, there are still indicators that require improvement, especially Goals 3 (Healthy and Prosperous Villages) which has a score of 61.81, Goals 4 (Quality Village Education) with a score of 39.95, and Goals 18 (Dynamic Village Institutions and Adaptive Village Culture) with a score of 3.67 which is still quite low. This research aims to provide a solution for designing Enterprise Architecture for the Smart Village concept using the TOGAF ADM 9.2 framework which consists of Preliminary, Architecture Vision, Business Architecture, Data Architecture, Application Architecture, Technology Architecture, Opportunities and Solution, and Migration Planning phases which focus on the Smart Living dimension. The results of this research are the Enterprise Architecture blueprint which will be a guide and strategic solution to problems that occur in the Smart Living dimension, especially health, education, and socio-cultural services in the Buahbatu Village Governance as well as the Architecture Roadmap which can be used as a priority guide for the Buahbatu Village Government in implementing project development.*

***Keywords – Smart Village, Enterprise Architecture, Smart Living,* SDGs, TOGAF ADM**