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|  | **Kanban** | **Scrum** |
| Roles and Responsibilities | There are no pre-defined roles, although there is usually a Project Manager. The team is encouraged to collaborate and work together when one person becomes overwhelmed | Team members have defined roles, and the Scrum Master dictates timelines and product owner defines goals and objectives |
| Timeline | Due dates are determined by the business, with products and processes delivered continuously | Deliverables are determined by sprints, or set periods of time in which work must be completed and ready for review |
| Prioritization | Developers pull work from the Kanban board when their previous task is complete | A batch of work is pulled for each sprint |
| Modification | Changes can be made at any time, allowing iterations and continuous improvement before project completion | Changes should not be made during the sprint |
| Productivity | The amount of time it takes to complete a project from beginning to end | Velocity can be measured per sprint |
| Team | The project manager is important, but due to the fluid structure of Kanban there are no key role requirements | Key roles specified |
| Cadence | Continuous flow. Work items are on the Kanban board, and each card flows smoothly to the next | Sprints are often 2 weeks in length |