How does the use of digital and physical kanban-style task boards affect the productivity of game development teams?

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In this paper, we are looking at how the effect from different formats of kanban-style task boards affect productivity of game development teams. The paper shall address this by comparing the benefits and drawbacks of the different kanban-style task boards to attempt to find a reasonable compromise which should work for the majority of cases. What was found, is that you shouldn't stick to one form of a kanban-style task board. Unfortunately, this won't work for fully distributed teams.

1 Introduction

This paper will look at the drawbacks and advantages of both the physical and digital forms of kanban-style task boards. How they affect daily scrum meetings, touching on their usability and why a digital kanban-style taskboard is safer, but not always as effective compared to its physical counterpart. But

also how digital kanban-style task boards can be more useful for the team with the automatic stat tracking which can help improve the team's efficiency. [1]

References

[1] F. Raith, I. Richter, and R. Lindermeier, "How project-management-tools are used in agile practice: Benefits, drawbacks and potentials," in *Proceedings of the 21st International Database Engineering & Applications Symposium*, ser. IDEAS 2017. New York, NY, USA: ACM, 2017, pp. 30–39.