Now that you better understand the differences between Waterfall and Agile project management approaches, you can use this understanding to determine which is most effective for your projects.

	Waterfall	Agile
Project manager's role	Project manager serves as an active leader by prioritizing and assigning tasks to team members.	Scrum Master acts primarily as a facilitator, removing any barriers the team faces. Team shares more responsibility in managing their own work.
Scope	Project deliverables and plans are well- established and documented in the early stages of initiating and planning. Changes go through a formal change request process.	Planning happens in shorter iterations and focuses on delivering value quickly. Subsequent iterations are adjusted in response to feedback or unforeseen issues.
Schedule	Follows a mostly linear path through the initiating, planning, executing, and closing phases of the project.	Time is organized into phases called Sprints. Each Sprint has a defined duration, with a set list of deliverables planned at the start of the Sprint.
Cost	Costs are kept under control by careful estimation up front and close monitoring throughout the life cycle of the project.	Costs and schedule could change with each iteration.
Quality	Project manager makes plans and clearly defines criteria to measure quality at the beginning of the project.	Team solicits ongoing stakeholder input and user feedback by testing products in the field and regularly implementing improvements.
Communication	Project manager continually communicates progress toward milestones and other key indicators to stakeholders, ensuring that the project is on track to meet the customer's expectations.	Team is customer-focused, with consistent communication between users and the project team.
Stakeholders	Project manager continually manages and monitors stakeholder engagement to ensure the project is on track.	Team frequently provides deliverables to stakeholders throughout the project. Progress toward milestones is dependent upon stakeholder feedback.