

Project Management methodologies compared

	About	Pros	Cons
PRINCE2	<p>Invented by the UK government in 1985 for large IT projects (and look at them!)</p> <p>Broadened out to all projects in 1995: PRINCE '2'</p> <p>Very popular since then</p> <p>In decline now</p> <p>Product extension called MSP</p> <p>Has a multiple choice test at the end which is a sort of qualification</p>	<p>Gives an overview of all projects</p> <p>Gives control of projects - they can't be started or progress to next stages without sign off</p> <p>Forces management to engage with the PM process</p> <p>Great if you are doing one big project and you a full time PM</p>	<p>Expensive to learn and to implement</p> <p>Too complicated (just google it and see for yourself)</p> <p>Doesn't tell you HOW to do anything e.g. how to estimate tasks. Not even how to use Gantt charts. Just certifies that there is a plan, signed off by the board.</p> <p>Too boring for normal staff to engage with</p> <p>I've never seen it work successfully</p>
APM	<p>Association of Project Management</p> <p>Been around for 100 years, it's the combined experience of 1000s of real Project Managers</p> <p>All their knowledge is in an ever increasing tome called the PMBOK (Body of Knowledge)</p> <p>Has a qualification called PMP (Project Management Professional) which is well respected</p>	<p>Very practical</p> <p>Tells the PM everything they need to do in the process of planning and implementing a project</p> <p>Allows you to forecast finish time and cost at any point during your project</p> <p>Recognised in USA as well - they call it PMI over there.</p>	<p>The PMBOK can be too complicated - needs to be boiled down and just the good bits used, (which is what my course does)</p> <p>Does require a list of all tasks, and estimates of all tasks, at the start - though risk planning recognises that some of these will change during the project.</p>
Agile / Scrum	<p>The latest trendy thing being pushed by consultants</p> <p>Based on remaining flexible when there is uncertainty in the project, e.g. software design</p> <p>Contains terms like "Sprints", "Burndown charts", and "Scrum masters".</p>	<p>Acknowledges the risk involved in creative processes.</p> <p>Sounds fun and exciting.</p> <p>Great if you're not sure what you want yet.</p>	<p>Not able to predict finish time or total cost, unless these are fixed and the deliverables are allowed to be completely flexible.</p> <p>So not really a plan at all, more a weekly time management meeting. (Those are good, but not enough!)</p> <p>All the risk is with the customer</p>