

FAQ «SHE GOT GAME»

1. What is the timeframe and the schedule of this program?

The mentorship, lectures and presentations will take place between February and July 2024. The participants will receive a total of 15 hours in one-to-one mentorship, access to several online lectures and get the opportunity to present their project in three different presentation formats while having permanent access to a Discord channel dedicated to the She Got Game community for constant informal exchange.

2. What are the mentors' expertise?

The expertise of the mentors is very diverse. You can find a list of the mentors in the published Open Call.

3. Can I choose the mentor I would like to collaborate with?

In the online kick-off event in January 2024, you will get to know all mentors while presenting yourself and your project to all mentors and to your peers. After this, you will be able to hand in a list of priorities of mentors you would like to collaborate with. The pairing with a mentor will happen then, at our best capacity.

4. What topics will be covered in the lectures?

The lectures cover a wide range of important topics within the Games industry. Please state in the application form which topics interest you the most. We will try to include this in the selection of lecturers.

5. How many hours am I expected to dedicate to this project?

All formats (mentorship, lectures and presentations) make up around 30 hours that must be dedicated to the program. Travelling to and participating in an international event/festival is not included in this total amount.

Additionally, you are encouraged to invest time for the development of your project during the 6 months of the program. Please be aware of the investment that is expected from you when applying.

6. When will you announce the result of the open call?

The selected participants will be notified by mid-December 2023 at the latest.