

## Q&AS ON «SHE GOT GAME»

1. What is the time frame and the schedule of this project?  
The mentorship, lectures and peer-to-peer circles will take place between January and June 2023. The participants will receive a total of 16 hours in one-to-one mentorship, access to 8 online lectures and 4 peer-to-peer circles.
2. What are the mentors' expertise?  
The expertise of the mentors is very diverse. You can find a list of the mentors [here](#).
3. Can I choose the mentor?  
When filling out the form, participants mark the topics they are interested in being mentored on. They will then be paired with a mentor accordingly.
4. What topics will be covered in the lectures?  
The lectures cover a wide range of important topics within the Interactive Media industry.
5. How many hours are expected to devote to this project?  
The participants are expected to dedicate between 35 to 40 hours for «She Got Game».
6. When will you announce the result of the open call?  
The participants will be notified by latest mid-December.