



Becoming a Mentor

GameMentorOnline is a joint effort between IGDA Women Special Interest Group and Women in Games International (WIGI). We are proud to partner with MentorNet.net to provide this service to our members!

The mentoring program is a semi-formal eight month program where you exchange weekly emails with a protégé. The estimated time commitment is about 15 minutes a week, but the benefits of sharing your knowledge with a protégé will last much longer!

To become a mentor, you must register on the MentorNet.net website. Please follow the instructions below to get started. Should you encounter any problems, please contact Karen Clark of WIGI at gmowigi@gmail.com or Anne Toole of the IGDA Women SIG at gamentorline@igda.org.

1. Using a web browser such as Internet Explorer 7 or Firefox 3, navigate to <http://www.MentorNet.net/mentor>
2. Click on the "Join Us" button.
3. Enter your information as specified on the page.
 - a. **Please use a real email address – this is where your protégé will contact you to begin the mentoring process!**
4. Read the Terms of Service, and accept to continue with registration if you agree.
5. Click the "Volunteer to be a Mentor" button.
6. The first portion of enrollment as a mentor is to follow the steps in the "Eligibility Check" section.
7. **You must have either a science or technology degree OR work experience in the games industry to participate in GameMentorOnline. Be sure to indicate this in your answer when asked about your background!**
8. Read each document in the "Requirements/References" section, and acknowledge them by checking the boxes. Be sure to read the "MENTORNET

PARTICIPATION AGREEMENT"

9. Provide a reference:
 - a. If you are a **WIGI** member, please enter "Karen Clark" as the name of the reference, and gmowigi@gmail.com as the email address.
 - b. If you are an **IGDA** member, please enter "Anne Toole" as the name of the reference, and gamementorline@igda.org as the email address.
10. Karen and Anne will verify your membership in the respective group. You will be contacted if you do not meet the criteria for the program.
11. Move on to Step 2 "Personal Information".
12. Follow the questions to add your information regarding location, age group and citizenship.
13. **Be sure to select "GameMentorOnline" when asked to "check all professional societies and special projects to which you belong."**
14. As answer to the question "What was the method by which you first heard about MentorNet?" please select "Other" and enter either "**IGDA**" or "**WIGI**" as appropriate.
15. Move on to step 3, which focuses on your educational background and experience in the industry.
16. Enter your educational background and your work experience.
17. In the section "If currently employed" > "Please select from the list of our sponsoring organizations or participating colleges/universities below" choose "Other" in the left-hand box and type in your employer in the box below.
18. Move on to Step 4.
19. For the question "Please select the field(s) of study in which you feel you can be the most helpful as a mentor" select one of the items that begins with "Entertainment Media". For example, as Producer on video game projects, I would select "Entertainment Media - Game Technology."
20. Add two alternate fields of study. Feel free to add an Explanation to clarify your experience in those fields if you wish.
21. Complete the "Careers" section by entering the main career that you can mentor for, and two alternate areas. Feel free to add an Explanation to clarify your

- experience in those fields if you wish.
22. Move on to step 5.
 23. Enter preferences for the kind of protégé you'd like to mentor.
 - a. **If you choose anything other than "3 - Absolute Requirement" for each item, you will receive matches for more than one choice.** (Some mentors may not mind, but others might!)
 - 24. In the "Professional Society of Protégé" section, you must choose "GameMentorOnline" and "3 - Absolute Requirement" or else you will not be guaranteed a GameMentorOnline protégé!**
 25. Move on to step 6.
 26. Enter information for each ranking in the "Other Match Information" section as you wish. Don't be shy to express your preferences as they will directly influence the kind of relationship you'll have with your protégé!
 27. Finally, complete the "Personal Statement to protégé" essay question. **Do not enter personally identifying information such as your name, address or contact information.** That information will be made available after your protégé selects you during the matching process.
 28. Congratulations! You are now a registered Mentor for GameMentorOnline. You will receive an email at the address given in the first few steps when matched with a protégé.
 29. There are a number of resources available to mentors on the MentorNet.net site. Be sure to visit their [resources](#) section for more information.

Thank you for volunteering!