Questions for the Mentoring Panel

- What kind of mathematical/programming skills are required for algorithmic game theory research?

- What are good courses to take? How should I use different modes of learning, such as classroom courses, video lectures, and reading a book? How to keep learning?
- How to choose problems to work on? And then how to actually work on them?

- How do I know that I'm working on a good problem? Should I always know at the time of working on it? What if other people don't think it's important?

- How to do time management? How to split one's time among problems? Working on many problems at the same time, very hard / very easy? Many papers versus few papers?

- How to keep track of all the research literature? How to balance breadth vs depth?

- How can one set themselves apart in this crowded research space?

- Is brainstorming a daily process? How do you go about it?

- How to cope with the pressure of publishing while working on riskier/harder projects? How to take risks in a highly competitive environment?

- How to handle the stress (at different career stages).

- How to develop good collaborations? How to be a good collaborator? How to do I know when it's time to quit a project?

- How to write a good research statement? How to apply for fellowships

- Should I present my work in poster sessions and workshops? Should I tell people about ongoing work that has not been posted? Should I be worried of getting scooped? What are the pros of presenting my work early

- How should I decide whether to go to academia or industry? What to look for in a job?

- Should I apply to jobs in different departments than my core department? How can I prepare for that, and how early? Is there a risk that I won't like it and then it will be too late/much harder to switch?

- Any story you would like to share with the participants?