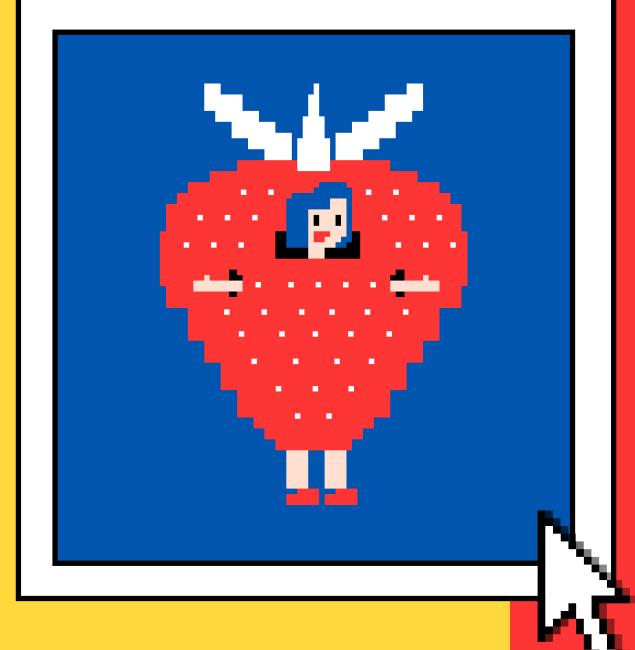
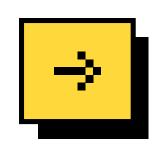
#### Power to the players



## GAMESTOP

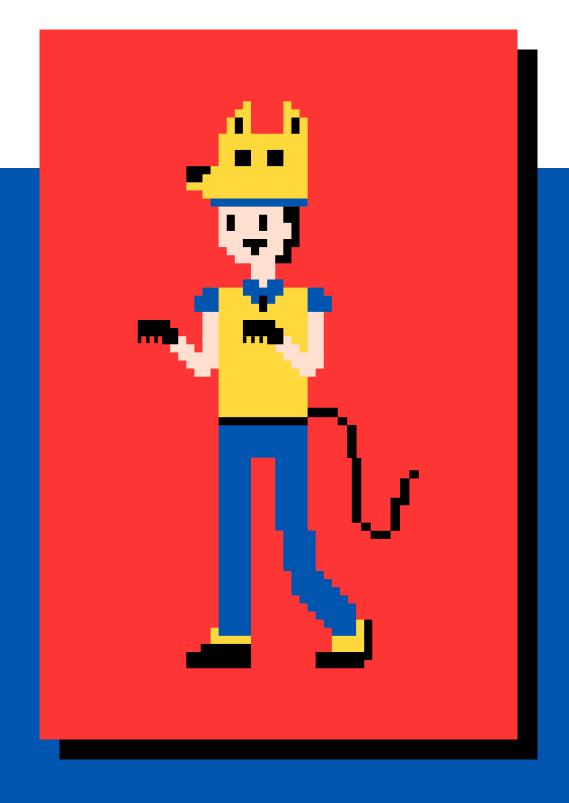
by Zhi Ji, Zhen Wei, Zinaida Dvoskina, Kirill Ilin





# Did you know that over 200 million Americans play at least an hour of video games per week?

64% of US adults and 70% of US minors are considered gamers.



### Executive Summary

Intro to GameStop

02 Current Situation



#### Information Products

#### **Market Beacon**



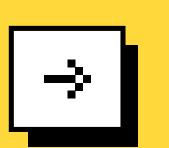
- Industry-level information
- Publishers' performance
- Identify sales pattern
- Help to re-allocate resources
- Lower inventory costs

#### Player's Shopping Guide



- Enhance the in-store shopping experience
- Digital in-store game information
- Highlight reviews
- increase customer engagement

# IPs combating against Porter five forces







O1
industry competitors

By creating insights about
neccesary inventory,
reduces bargaining power
of suppliers

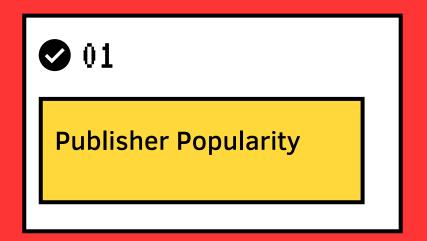
O3 customer preferences, reduces bargaining power of buyers

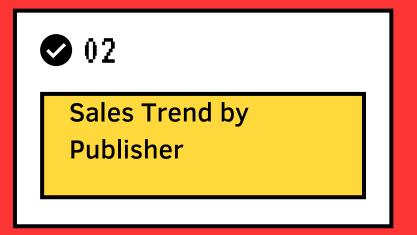
### Datasets cover the following:



- Video game sales by genre, platform, region, year and publisher
- IGN's game ratings and reviews
- Steam users' post-purchase behavior
- Detailed reviews for 40K+ games

### IP 1 Features At a Glance



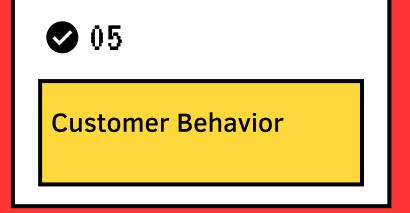


**○** 03

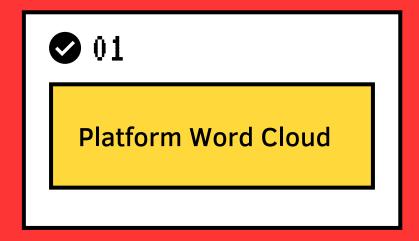
Platform Score

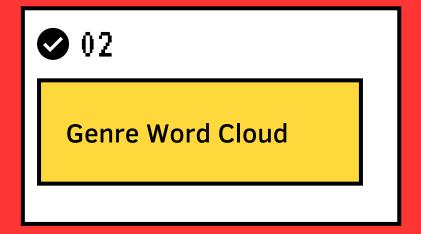
Distribution





### IP 2 Features At a Glance









# Final Information Products & Visualizations





### Implementation Strategy



Board of directors
ROI and Business value



Customer retention
Increase customer satisfaction level



Visualization and dashboards
Market trends and patterns



Market share Compete with major game stores



Benefits over expense

Lower inventory expenses and turnovers



## THANK YOU