

# GameStop Case Study

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## GameStop Corp Financial Analysis

### Of Their Financial Statement from 2015 - 2023

#### Introduction

GameStop is IPO company that run their business in buying and selling games and other product. Their categories sale of product in merchandise consist of:

1. Hardware and accessories. We offer new and pre-owned gaming platforms from the major console manufacturers. The current generation of consoles include the Sony PlayStation 5, Microsoft Xbox Series X, and Nintendo Switch. Accessories consist primarily of controllers and gaming headsets.
2. Software. We offer new and pre-owned gaming software for current and certain prior generation consoles. We also sell a wide variety of in-game digital currency, digital downloadable content and full-game downloads.
3. Collectibles. Collectibles consist of apparel, toys, trading cards, gadgets and other retail products for pop culture and technology enthusiasts. Collectibles also included our digital asset wallet and NFT marketplace activities in fiscal 2023, however, both activities were wound down in the fourth quarter of 2023.

Something that makes GameStop unique from other business that have the same type as GameStop is their **Trade-In Program**. Trade-in program is the ability of their customer goods in exchange for cash or credit (which can be swap with other product in GameStop store).

#### Main Objection

The main objection of what I want to achive from this analysis is understanding:

- GameStop financial situation by conducting financial ratio of the company's.
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