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GameStop Honored for Workforce Development Programs

Receives 2019 TEACH Partner Award from DeVryWORKS

Grapevine, Texas — Apr 25, 2019 — [GameStop](#), the world’s largest video game retailer, was recently honored with the 2019 TEACH Partner Award by [DeVryWORKS](#), the workforce solutions group within DeVry University. The award recognizes GameStop for its innovative corporate learning and development programs that exemplify [DeVry’s TEACH values](#).

DeVry bestows the award annually to organizations for excellence in workforce development programs that provide their employees numerous opportunities to learn, grow and succeed. The TEACH Partner Award is rooted in the DeVry University’s values, which guide how the university interacts with its students, faculty, colleagues and partners.

DeVry University’s TEACH values are.

- Teamwork:** We put the team first, appreciate diverse points of view, assume positive intent, collaborate and communicate openly
- Energy:** We move quickly, learn from mistakes, build positive spirit and always look for a better way
- Accountability:** We take ownership and initiative, demonstrate courage, and act with integrity
- Community:** We operate with a shared sense of responsibility and purpose, and enrich colleagues, students and the broader community we serve
- Heat:** We serve students and each other with passion, respect and care

From an innovative portal that enables leaders and their teams to collaborate on development plans; to learning about current employees’ needs through “stay” interviews – as opposed to exit interviews; from summer internships and an executive mentoring program to creating a one-of-a-kind senior leadership development; the creation of a fully gamified learning platform; to creating employee resources groups that partner with outside community groups; among other initiatives, GameStop has created a comprehensive workforce development program that is focused on bringing out the best in its employees and its business. Through their workforce development initiatives, GameStop has delivered enviable talent retention results amid an historically low national unemployment rate.

Matthew Hirst, senior director of Talent, OD & Learning for GameStop, said about the award, “We feel especially honored to be recognized by the business and learning leaders at DeVryWORKS, with whom we’ve worked closely to develop and build valuable tools and resources that enable our people to learn and grow at GameStop. We’re always working hard to improve our programs,

with a goal of delivering an associate experience where every person in our organization feels both recognized for their unique contributions to the GameStop family and supported in working towards their career goals. We're especially grateful to receive this award, which reflects the commitment and hope we have for our associates to find purpose and meaning in their work."

"At DeVry, these TEACH values define us, how we are guided and the decisions we make in support of our students and employer partners," said Joe Mozden, vice president of DeVryWORKS. "As such, we want to recognize those organizations that apply these values within the context of our partnership as their education provider. We commend GameStop for their efforts to bring their own values to life and ensuring their employees are engaged, passionate and empowered in their careers."

About GameStop

GameStop, the world's largest video game retailer, offers the best selection of new and pre-owned video gaming consoles, accessories and video game titles, in both physical and digital formats. GameStop also offers fans a wide variety of pop vinyl toys, collectibles, board games and more. Through GameStop's unique buy-sell-trade program, gamers can trade in video game consoles, games, and accessories, as well as consumer electronics for cash or in-store credit. The retailer operates thousands of locations around the world under the GameStop, EB Games and Micromania retail brands. Fans can find their local GameStop store using the company's online [store locator tool](#).

To get the latest news on video gaming and gear, follow GameStop on [Twitter](#), [Facebook](#), [Instagram](#) and [YouTube](#). GameStop, EB Games, and Micromania are part of GameStop Corp. (NYSE: GME), a global specialty retailer that makes the most popular technologies affordable and simple.

About DeVryWORKS

DeVryWORKS consults with today's leading companies to build custom talent solutions capable of solving real business challenges. This comprehensive service offers strategic guidance and support to help companies execute around [talent acquisition](#), [talent development](#) and [skills-gap training](#).

[DeVry University](#) has decades of experience working in close collaboration with leading companies to ensure students acquire in-demand skills needed in the employees of tomorrow. DeVryWORKS builds on that heritage with tailored partnerships including custom curriculum to target specific education and training needs, on-site class offerings, and qualified candidates emerging from DeVry University with the qualifications sought by growing companies. To learn more about DeVryWORKS strategic solutions to talent business challenges, visit www.DeVryWORKS.com.

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