



GAMING STORE AND RETAIL WAREHOUSE INVENTORY COUNT

Case Study: Retail Inventory – Video Game Official Store

A video game official store needed a solution to provide **experienced stocktakers that could count both store and warehouse** to ensure reporting consistency

GAMING STORE AND RETAIL WAREHOUSE INVENTORY COUNT

Case Study: Retail Inventory – Video Game Official Store

A retail store owned and run by the official video game originally opened in Tokyo in 1998, and expanded into opening additional stores in Osaka, Nagoya, Fukuoka, Yokohama, Sapporo, Sendai (Tohoku Center), Funabashi (Tokyo Bay Center), Hiroshima, Kyoto, Tokyo Skytree Town, and Nihonbashi (Tokyo DX Center), Shibuya, and Osaka DX. There is only one store outside of Japan today, which is located in Singapore. There are also many smaller official shops scattered throughout Japan, typically in airports but in some other locations as well. There is also an official online shop.



REQUIREMENT

The video game official store needed a solution to provide **experienced stocktakers that could count both store and warehouse** to ensure reporting consistency.

The video game official store required RGIS to provide the following:

- RGIS auditors with both **store and warehouse experience**
- One store and one 3PL warehouse to be counted
- Both warehouse and store to be counted with **reporting consistency**
- **No disruption** to business, staff or customers



SOLUTION

The video game official store partnered with RGIS to complete the **store and warehouse inventory count**, and provided the following:

- Scheduled a team of **15 experienced RGIS auditors** to count the store
- Scheduled a team of **11 experienced RGIS auditors** to count the warehouse
- Ensured **same reporting procedure** was in place for both the store and warehouse



RESULTS

The video game official store found by outsourcing the **store and warehouse inventory count** to RGIS, the following results were achieved:

- Both warehouse and store counts were **completed over two separate days**
- **Saved money** compared to previous supplier
- Both store and warehouse were **counted accurately**



By partnering with RGIS, the video game official store found that the **cost of the stocktakes were reduced** compared to the previous supplier, but still had **high accuracy levels and reporting consistency** across both store and warehouse



© 2020 RGIS. All rights reserved.
RGIS_CS_0126_01

Stock Count



Cost Saving



Accurate Reporting



Fast Turnaround



CONTACT **RGIS** TODAY TO SEE HOW **WE CAN HELP YOU**