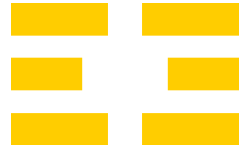




Take-Two Interactive

Subsidiaries: Rockstar Games, 2K Games, Zynga Games
Locations: New York (HQ)
Industries: Media and Entertainment

RISK LEVEL:



Medium Risk

DESCRIPTION:

Take-Two Interactive often yields to political activism in shaping corporate governance, potentially alienating consumers, dividing employees, and harming shareholders. The company implements race and identity-based policies that replace merit, excellence, and integrity with preferential treatment and outcomes. Take-Two Interactive occasionally embraces corporate initiatives that redirect its central focus from business goals to partisan policies and divisive issues at times. This approach fails to safeguard free exercise, free speech, and free enterprise.

Corporate Weaponization

Has canceled customers, suppliers, or vendors due to their political views or religious beliefs OR corporately boycotts, divests, or sanctions regions, people groups, or industries. Medium Risk

Take-Two Interactive promotes divisive sex and gender policies. Its Global Code of Business Conduct and Ethics requires international vendors to include sexual orientation and gender identity in their nondiscrimination policy (1). However, the company has not publicly canceled customers, suppliers, or vendors based on political views or religious beliefs.

Charitable giving (including employee matching programs) policies or practices discriminate against charitable organizations based on views or religious beliefs. High Risk

Take-Two Interactive likely uses Benevity as its charitable giving platform. Benevity vets charities according to the Southern Poverty Law Center's Hate List, which includes mainstream libertarian, conservative, family, and religious advocacy organizations (1)(2)(3).

Employment policies fail to protect against viewpoint or other discrimination and/or are ideological in nature. High Risk

Take-Two Interactive does not provide viewpoint protections for its employees (1). The company provides unconscious bias and inclusive leadership development for its employees (2).

Corporate Governance and Public Policy

Uses corporate reputation to support causes, organizations, or policies hostile to freedom of expression. High Risk

Take-Two Interactive has pledged to work with organizations to support the rights of the LGBTQIA community (1). The company supports DEI within its business practices stating, "diversity is the "key to [its] success" (2). Zynga Games, a subsidiary of Take-Two Interactive, opposed various state and local legislation intended to protect parental rights, girls' sports, bathroom facilities, and gendered spaces (3)(4).

Uses corporate funds to advance ideological causes, organizations, or policies hostile to freedom of expression. High Risk

Take-Two Interactive offers a scholarship to gay gaming and other organizations to end inequality (1)(2). The company donated to It Gets Better Project which focuses on uplifting LGBTQ youth (3)(4).

Uses corporate political actions and/or financial contributions for ideological, non-business purposes. N/A

Take-Two Interactive does not operate a PAC or engage in lobbying at this time (1)(2)(3).

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