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Massachusetts Gaming Commission Hires Jill Lacey Griffin as Director of Workforce, Supplier, and Diversity Development

Griffin to Lead Commission's efforts to prepare a local workforce and local businesses to service casino operations and promote diversity across these initiatives

The Massachusetts Gaming Commission announces the appointment of Jill Lacey Griffin, as Director of Workforce, Supplier, and Diversity Development. Responsible for overseeing development of a skilled workforce and trained local supplier base, in order to maximize their use of by the new expanded gaming industry, Ms. Griffin will also lead the Commission's efforts to ensure that both the workforce and supplier bases are fully inclusive of the diverse populations that make up the citizenry of Massachusetts. MassGaming expects the expanded gaming industry to generate upwards of 10,000 construction jobs and 10,000 permanent jobs, as well as tens of millions of dollars of business for companies supporting the industry. Ms. Griffin will lead the Commission's efforts to assure that these jobs and business contracts go principally to local individuals and companies, as envisioned by the expanded gaming legislation.

MassGaming Chairman Steve Crosby stated, "We have made clear to the bidders for gaming licenses in Massachusetts that they will required to make serious commitments to utilization of local employees and suppliers, if they expect to be successful in winning a license. Our part of that equation is to be sure that there is a skilled workforce and trained supplier base ready to do the work, Jill's job will be to work with a multitude of other stakeholders across the Commonwealth to be certain that objective is met. Jill is a tremendous addition to our team. Her expertise in workforce development as well as her demonstrated success in building strategic partnerships will be invaluable in our efforts to maximize job creation, support local business and ensure a diverse and inclusive gaming industry."

Ms. Griffin has more than 15 years of experience in economic and workforce development and most recently served as Senior Director of Programs at The Boston Foundation. In this role, Griffin guided a \$20 million, multi-year initiative to improve workforce development across the state by bringing together philanthropy, government, community organizations and employers to address the twin goals of helping low income individuals attain family supporting jobs and businesses find skilled workers with an emphasis on better connecting Massachusetts's community colleges and other post-secondary institutions to the workforce development system.

As MGC's Director of Workforce, Supplier and Diversity Development, Ms. Griffin will be responsible for assisting with the creation of a task force to provide business services to support small business seeking business opportunities with casino and slots-parlor gaming licensees. Ms. Griffin will also oversee the promotion of diversity and programs to encourage all residents of the Commonwealth to benefit from the new jobs and business opportunities created through the expansion of gaming. In addition, Ms. Griffin will work with unions, employers, training entities and other workforce development partners and agencies across the state to recommend policy and engage in existing or new programs that address casino workplace safety.

Prior to her role at The Boston Foundation, Griffin held various leadership positions with a focus in economic development and strategic planning and partnerships at the Boston Redevelopment Authority and the City of Boston's Department of Neighborhood Development. Ms. Griffin began her career at City Year and Northeastern University's Cooperative Education Program. Ms. Griffin has also served on several boards throughout her professional career including presently the Massachusetts Service Alliance and previously MYTOWN (Multicultural Youth Tour of What's Now) and the National Coalition of 100 Black Women, Community Action Committee.

Ms. Griffin earned a Masters of Science and a Bachelors of Arts in Communication both from the State University of New York College at Oswego, NY.

About MassGaming

The mission of the Massachusetts Gaming Commission is to create a fair, transparent, and participatory process for implementing the expanded gaming law passed by the Legislature and signed by the Governor in November, 2011. In creating that process, the Commission will strive to ensure that its decision-making and regulatory systems engender the confidence of the public and participants, and that they provide the greatest possible economic development benefits and revenues to the people of the Commonwealth, reduce to the maximum extent possible the potentially negative or unintended consequences of the new legislation, and allow an appropriate return on investment for gaming providers that assures the operation of casinoresorts of the highest quality. For more information on MGC, please visit MassGaming.com or connect and share on Twitter (@MassGamingComm) or Facebook (www.facebook.com/MAGamingComm).