

# How we use GenAl in the hiring process

At RELX, GenAl tools are used to support — but never replace — human judgment in recruitment. These tools may help us with:

- Resume parsing to identify relevant experience and skills
- Job descriptions and adverts to ensure clarity and inclusivity
- Candidate communications to provide clear, inclusive, and timely information
- Interview scheduling to streamline coordination and documentation

All GenAI-assisted processes are subject to **human input and oversight**, with a focus on mitigating bias and ensuring accessibility.

### **Guidelines for candidates using GenAl**

We recognise that many candidates use GenAI tools to prepare applications and interviews. We welcome this — when it's done carefully and transparently. **Integrity and authenticity remain essential throughout our hiring process.** 

#### Acceptable uses

- Creating or formatting your resume and cover letter, provided the content reflects your own experience
- Conducting **research** on our business, our products and our roles.
- **Interview preparation**, such as practicing questions or organising your thoughts (e.g. STAR/STARR)
- Note-taking or accessibility support, with prior agreement from your recruiter

## Unacceptable uses

- Misrepresentation submitting content that fabricates skills, experiences, or achievements
- Live interview assistance using GenAl to generate answers in real time
- Plagiarism presenting GenAl output as your own work without proper attribution

Any candidate using GenAI in these unacceptable ways will be excluded from consideration.

# Our expectation: Authenticity over automation

We want to get to know **you** — your ideas, your experiences, and your potential. GenAl can be a helpful tool to prepare, but it should never replace your **voice or your story**. Transparency, honesty, and originality are key to building trust in our process.

If you have any questions about our GenAI policies or need accommodation, please reach out to your Talent Acquisition contact.