



February 14, 2017

EA to Present at the Morgan Stanley Technology, Media & Telecom Conference

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ: EA) today announced that Chief Financial Officer Blake Jorgensen will present at the Morgan Stanley Technology, Media & Telecom Conference on Tuesday, February 28, in San Francisco, Calif. During the course of this event, EA may disclose material developments affecting its business and/or financial performance. Listeners may access the event via live audio webcast at <http://ir.ea.com>.

Tuesday, February 28, 2017
Presentation at 7:00 PM EST / 4:00 PM PST
Duration: 30 Minutes
Speaker: Blake Jorgensen, CFO
Webcast: <http://ir.ea.com>

Please note the presentation time is subject to change. Please contact the financial institution hosting the conference for additional details. An audio webcast archive will be available following the live event for one year at <http://ir.ea.com>.

About Electronic Arts

Electronic Arts (NASDAQ: EA) is a global leader in digital interactive entertainment. The Company delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 300 million registered players around the world.

In fiscal year 2016, EA posted GAAP net revenue of \$4.4 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality blockbuster brands such as The Sims™, Madden NFL, EA SPORTS™ FIFA, Battlefield™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at www.ea.com/news.

EA SPORTS, Battlefield, The Sims, Dragon Age, and Plants vs. Zombies are trademarks of Electronic Arts Inc. and its subsidiaries.

Safe Harbor for Forward-Looking Statements

During the course of the presentation, Electronic Arts may make forward-looking statements regarding future events or the future financial performance of the company. Statements including words such as "anticipate", "believe", "estimate" or "expect" and statements in the future tense are forward-looking statements. These forward-looking statements are subject to risks and uncertainties that could cause actual events or actual future results to differ materially from those set forth in the forward-looking statements. Please refer to Electronic Arts' latest Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2016 for a discussion of important factors that could cause actual events or actual results to differ materially from those discussed during the presentation. These forward-looking statements speak only as of the date of the presentation; Electronic Arts assumes no obligation to, and does not necessarily intend to, update these forward-looking statements.

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