



July 21, 2017

Electronic Arts to Webcast 2017 Annual Meeting of Stockholders

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ:EA) today announced that it will webcast its 2017 Annual Meeting of Stockholders on Thursday, August 3, 2017. During the course of this event, EA may disclose material developments affecting its business and/or financial performance. Listeners may access the meeting via a live audio webcast.

Thursday, August 3, 2017
2:00 pm Pacific Time (5:00 pm Eastern Time)
Webcast: <http://ir.ea.com>

A webcast replay of the event will be available on EA's website at <http://ir.ea.com> through August 3, 2018.

Updates regarding EA's business are available on EA's blog at <http://ea.com/news>.

About Electronic Arts

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

In fiscal year 2017, EA posted GAAP net revenue of \$4.8 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality brands such as The Sims™, Madden NFL, EA SPORTS™ FIFA, Battlefield™, Need for Speed™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at www.ea.com/news.

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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 Annual Report on Form 10-K for the fiscal year ended March 31, 2017 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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