



October 11, 2016

EA to Release Second Quarter Fiscal Year 2017 Results on November 1, 2016

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ:EA) will release its financial results for the second quarter fiscal year 2017 after the close of market on Tuesday, November 1, 2016. In conjunction with this release, EA will host a conference call to review its financial results for the second quarter, discuss its outlook for the future and may disclose other material developments affecting its business and/or financial performance. Listeners may access the conference call live via a dial-in number or audio webcast.

Tuesday, November 1, 2016
2:00 pm Pacific Time (5:00 pm Eastern Time)

Dial-in numbers:
Domestic: (844) 215-4106; International: (918) 534-8313
Passcode: EA

Webcast: <http://ir.ea.com>

EA's financial results release will be available after the close of market on November 1, 2016 on EA's website at <http://ir.ea.com>. A dial-in replay of the conference call will be available until November 14, 2016 at (855) 859-2056 (domestic) or (404) 537-3406 (international). An audio webcast replay of the conference call will be available for one year at <http://ir.ea.com>.

Updates regarding EA's business are available on EA's blog at www.ea.com/news.

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.

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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 Quarterly Report on Form 10-Q for the fiscal quarter ended June 30, 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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