



# 2018 ANNUAL MEETING OF STOCKHOLDERS

**JAKE SCHATZ,  
EVP, GENERAL COUNSEL AND  
CORPORATE SECRETARY**



# SAFE HARBOR STATEMENT

This material presented today contain forward-looking statements that are subject to change. 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 preliminary estimates and expectations based on current information and are subject to business and economic risks and uncertainties that could cause actual events or actual future results to differ materially from the expectations set forth in the forward-looking statements.

Some of the factors which could cause the Company’s results to differ materially from its expectations include the following: sales of the Company’s titles; the Company’s ability to develop and support digital products and services, including managing online security and privacy; the Company’s ability to manage expenses; the competition in the interactive entertainment industry; the effectiveness of the Company’s sales and marketing programs; timely development and release of the Company’s products; the Company’s ability to realize the anticipated benefits of acquisitions; the consumer demand for, and the availability of an adequate supply of console hardware units; the Company’s ability to predict consumer preferences among competing platforms; the Company’s ability to develop and implement new technology; foreign currency exchange rate fluctuations; general economic conditions; and other factors described in the Company’s Annual Report on Form 10-K for the fiscal year ended March 31, 2018.

These forward-looking statements are valid only as of the date on which they were made.

Electronic Arts assumes no obligation and does not intend to update these forward-looking statements.

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**ANDREW WILSON,  
CHIEF EXECUTIVE OFFICER**



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**JAKE SCHATZ,  
EVP, GENERAL COUNSEL AND  
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**EA PLAY VIDEO**



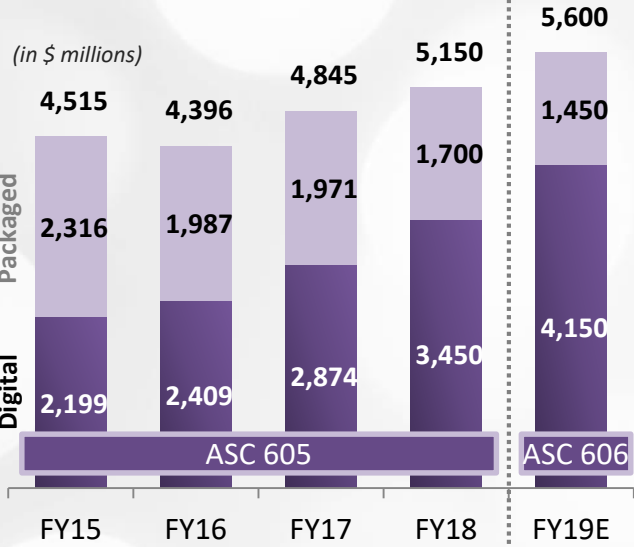
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**BLAKE JORGENSEN,  
CFO AND COO**

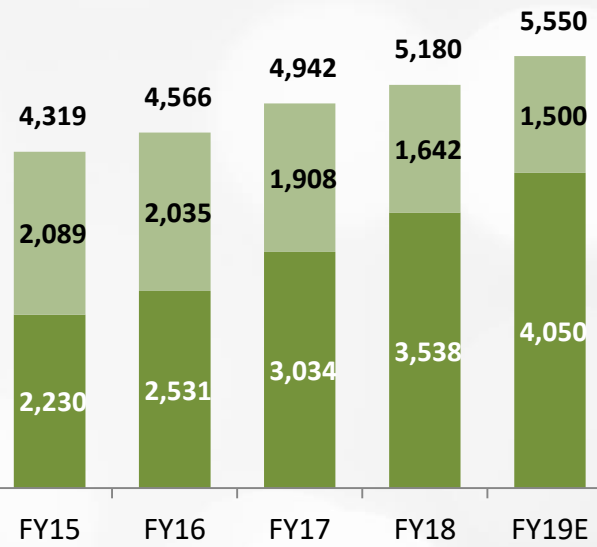


# Growth Trends

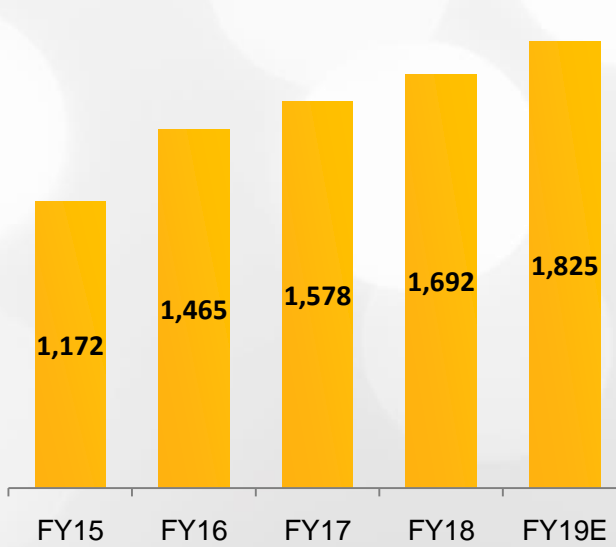
## Net Revenue<sup>1, 2</sup>



## Net Bookings<sup>3</sup>



## Operating Cash Flow<sup>1</sup>



1. Net revenue and operating cash flow are presented on a GAAP basis.  
 2. In fiscal 2019, EA adopted FASB ASU 2014-09 (Topic 606), *Revenue from Contracts with Customers*. Topic 606 significantly changes how EA recognizes and reports revenue. Financial results for periods prior to FY19 have not been restated. For more information about the adoption of Topic 606, please refer to the FAQ document posted on our IR website.  
 3. Net bookings is an operating metric that EA defines as the net amount of products and services sold digitally or sold-in physically in the period. Net bookings is calculated by adding total net revenue to the change in deferred net revenue for online-enabled games and, for periods after the fourth quarter of fiscal 2018, mobile platform fees. A calculation of net bookings can be found in the "Net Bookings" tab of the Financial Model provided on our IR website.  
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# Launch Slate

BATTLEFIELD V

ANTHEM



UNRAVEL  
two

SEA OF SOLITUDE

**Q&A**



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**BATTLEFIELD V VIDEO**



