



EA to Present at William Blair Growth Stock Conference

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ: ERTS) today announced that John Riccitiello, Chief Executive Officer, will present at the William Blair Growth Stock Conference on Tuesday, June 14, 2011 in Chicago, Ill. During the course of this event, Electronic Arts may disclose material developments affecting its business and/or financial performance. Listeners may access the presentation via a live audio webcast.

Tuesday, June 14, 2011
Presentation at 9:30 AM CDT / 10:30 AM EDT (Duration: 30 minutes)
<http://investor.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 of the event will be available for three months following the live event at <http://investor.ea.com>.

About Electronic Arts

Electronic Arts (NASDAQ:ERTS) is a global leader in digital interactive entertainment. The Company's game franchises are offered as both packaged goods products and online services delivered through Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 100 million registered players and operates in 75 countries.

In fiscal 2011, EA posted GAAP net revenue of \$3.6 billion. Headquartered in Redwood City, California, EA is recognized for critically acclaimed, high-quality blockbuster franchises such as The Sims™, Madden NFL, FIFA Soccer, Need for Speed™, Battlefield, and Mass Effect™. More information about EA is available [at http://info.ea.com](http://info.ea.com).

The Sims and Need for Speed are trademarks of Electronic Arts Inc. Mass Effect is a trademark of EA International (Studio and Publishing) Ltd. John Madden, NFL and FIFA are the property of their respective owners and used with permission.

Safe Harbor for Forward-Looking Statements

During the course of the event, 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, 2011 for a discussion of important factors that could cause actual events or actual results to differ materially from those discussed during the conference call. These forward-looking statements speak only as of the date of the event; Electronic Arts assumes no obligation to, and does not necessarily intend to, update these forward-looking statements.

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