



EA to Webcast 2011 Annual Meeting of Stockholders

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ:ERTS) today announced that it will webcast its 2011 Annual Meeting of Stockholders on Thursday, July 28, 2011. During the course of this event, EA may disclose material developments affecting its business and/or financial performance. Listeners may access the meeting via audio webcast.

Thursday, July 28, 2011
2:00 pm PT / 5:00 pm ET
<http://investor.ea.com>

A webcast replay of the event will be available on EA's website at <http://investor.ea.com> through July 27, 2012.

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 year 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>.

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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