

Electronic Arts Inc. Q4 FY 2014 Results

May 6, 2014

Safe Harbor Statement

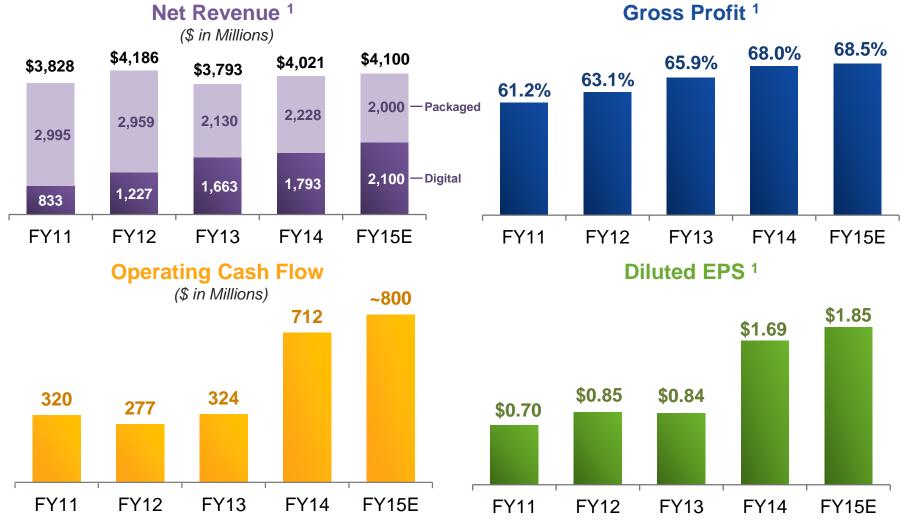
Please review our risk factors on Form 10-Q filed with the SEC.



- Some statements set forth in this document, including the information relating to EA's fiscal year 2015 guidance and title slate, 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 manage expenses; the competition in the interactive entertainment industry; the effectiveness of the Company's sales and marketing programs; timely development and release of Electronic Arts' 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 service and support digital product offerings, including managing online security; general economic conditions; and other factors described in the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2013.
- These forward-looking statements are valid as of May 6, 2014 only.
- The preliminary financial results set forth in this document are estimates based on information currently available to Electronic Arts. While Electronic Arts believes these estimates are meaningful, they could differ from the actual amounts that Electronic Arts ultimately reports in its Annual Report on Form 10-K for the fiscal year ended March 31, 2014. Electronic Arts assumes no obligation and does not intend to update these estimates prior to such filing.

EA Growth Trends





¹ On a non-GAAP basis. FY14 and FY15 non-GAAP tax rate is 25%. Through FY13, the non-GAAP tax rate was 28%.

Q4 FY14 Guidance vs. Actuals

Ending March 31, 2014

	GAA	GAAP Non-GAAP				
	Guidance	Actuals	Guidance	Actuals		
Net Revenue	\$1,070	\$1,123	\$800	\$914		
Gross Profit Margin	77%	80.1%	71%	77.4%		
Operating Expense	\$569	\$556	\$525	\$503		
Tax Expense (Benefit)	\$15	(\$30)	\$10	\$50		
Net Income	\$230	\$367	\$29	\$152		
Diluted Earnings Per Share	\$0.72	\$1.15	\$0.09	\$0.48		
Diluted Shares	318	319	318	319		

Q4 FY14 Financial Summary

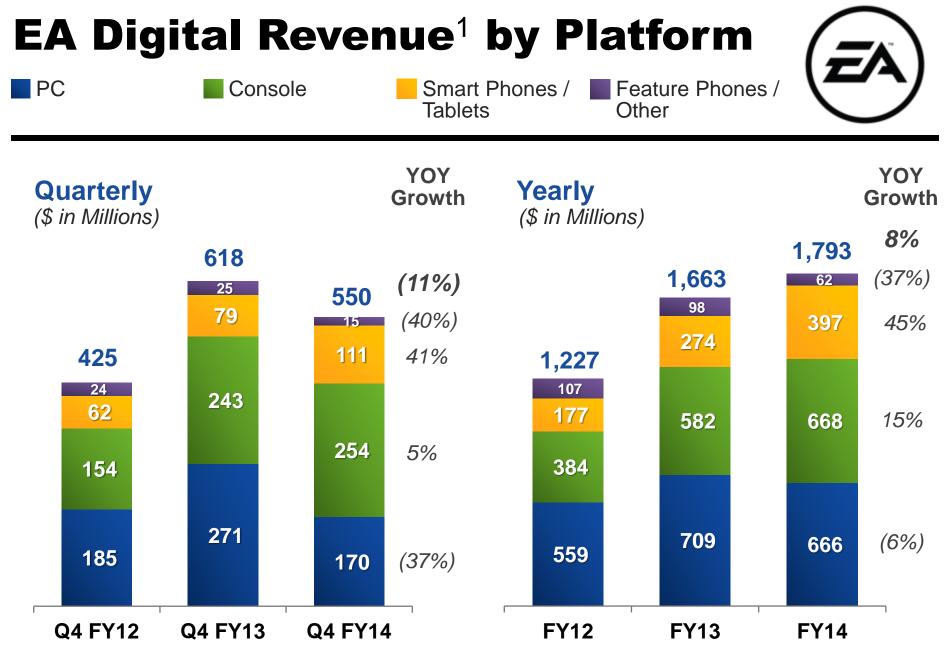


	GA	AP	Non-	GAAP
	Q4FY13	Q4 FY14	Q4 FY13	Q4 FY14
Net Revenue	\$1,209	\$1,123	\$1,040	\$914
Gross Profit Margin	74.4%	80.1%	74.3%	77.4%
Operating Expense	\$591	\$556	\$540	\$503
Operating Income	\$309	\$344	\$233	\$204
Operating Margin	25.6%	30.6%	22.4%	22.3%
Diluted Earnings Per Share	\$1.05	\$1.15	\$0.55	\$0.48
Operating Cash Flow	\$233	\$281		
EBITDA	\$432	\$433	\$264	\$235

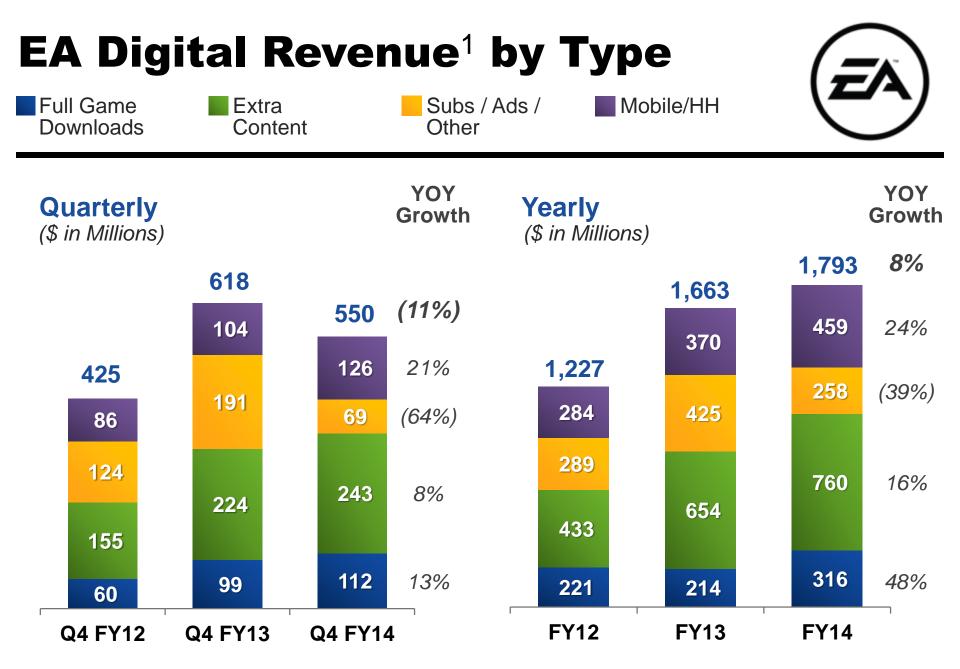
FY14 Financial Summary



GA	AP	Non-	GAAP
FY13	FY14	FY13	FY14
\$3,797	\$3,575	\$3,793	\$4,021
63.4%	62.3%	65.9%	68.0%
\$2,288	\$2,195	\$2,133	\$2,019
\$121	\$33	\$367	\$717
3.2%	0.9%	9.7%	17.8%
\$0.31	\$0.03	\$0.84	\$1.69
\$324	\$712		
\$526	\$385	\$485	\$843
	FY13 \$3,797 63.4% \$2,288 \$121 3.2% \$0.31 \$324	\$3,797 \$3,575 63.4% 62.3% \$2,288 \$2,195 \$121 \$33 3.2% 0.9% \$0.31 \$0.03 \$324 \$712	FY13FY14FY13\$3,797\$3,575\$3,79363.4%62.3%65.9%\$2,288\$2,195\$2,133\$121\$33\$3673.2%0.9%9.7%\$0.31\$0.03\$0.84\$324\$712

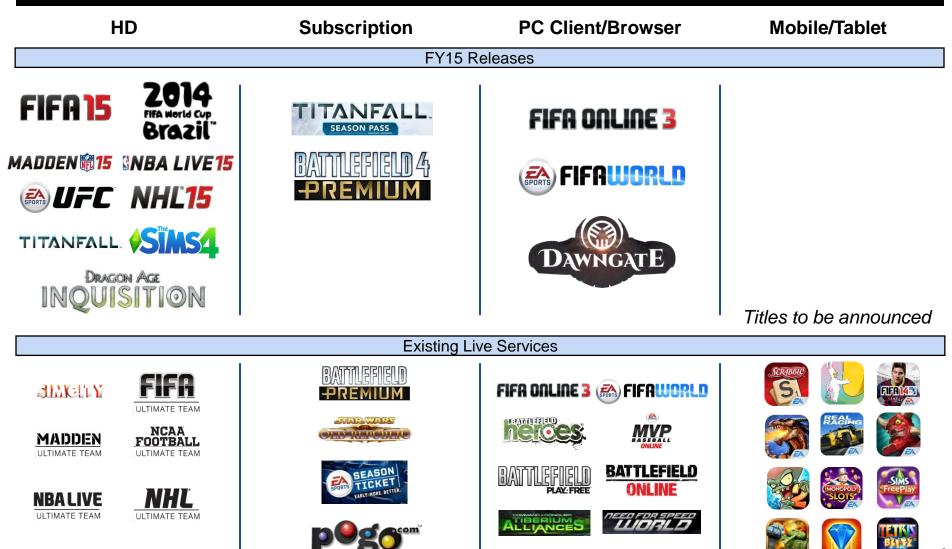


1 In millions, on a non-GAAP basis. PC includes browser.



FY 15 Titles and Services





Guidance – Q1 FY15

Ending June 30, 2014



	GAAP	Non-GAAP
Net Revenue	\$1,200	\$700
Gross Profit Margin	79.6%	67.0%
Operating Expense	\$524	\$485
Tax Expense	\$15	(\$5)
Net Income (Loss)	\$406	(\$16)
Earnings (Loss) Per Share	\$1.26	(\$0.05)
Diluted Shares (Basic for Loss)	322	313

In millions, except per share data.

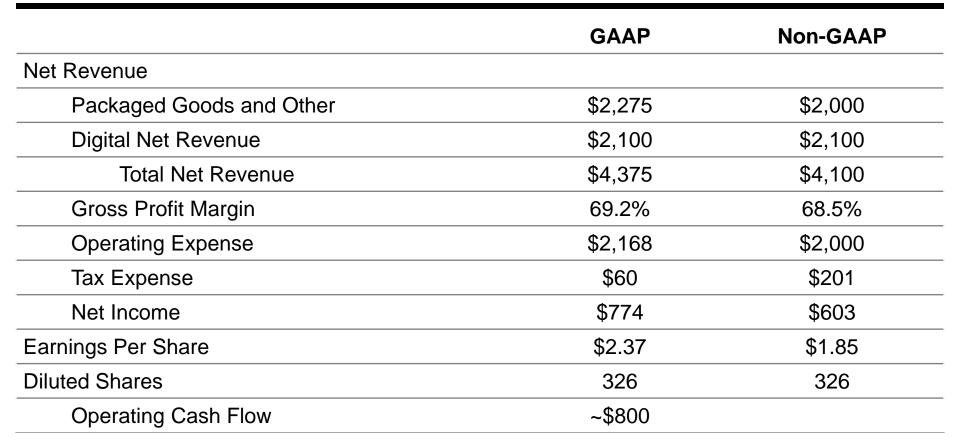
Non-GAAP Tax Rate: 25%.

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Guidance – Full Year FY15

Ending March 31, 2015



In millions, except per share data.

Non-GAAP Tax Rate: 25%.

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Guidance - Phasing

FY15 Quarterly Revenue¹



Non-GAAP Net Revenue	Q1E	Q2E	Q3E	Q4E
Non-GAAP	17%	28%	37%	18%
GAAP	27%	21%	24%	28%

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FY15 Announced Titles



Q1	FIFA World Cup 14	Console	
	EA SPORTS UFC	Console	
Q2	FIFA 15	Console	PC
	Madden NFL 15	Console	
	NHL 15	Console	
	The Sims 4		PC
Q3	NBA Live 15	Console	
	Dragon Age: Inquisition	Console	PC
	ТВА	Console	PC
Q4	Golf Title TBA	Console	



Supplemental Financial Information

Guidance¹

Currency Assumptions

- Exchange rates remain volatile
- Current guidance FX assumptions:
 - \$1.37 USD/Euro
 - Revenue and EPS increases if the Euro strengthens v. USD
 - \$1.65 USD/British Pound Sterling
 - Revenue and EPS increases if the British Pound Sterling strengthens v. USD
 - 1.10 Canadian Dollar/USD
 - R&D costs increase and EPS decreases if the Canadian Dollar strengthens v. USD
 - 6.46 Swedish Krona/USD
 - R&D costs increase and EPS decreases if the Swedish Krona strengthens v. USD
- Using spot exchange rates as of May 5, 2014:
 - Approximately \$10M benefit to FY15 non-GAAP Net Revenue
 - Negligible impact to FY15 non-GAAP EPS



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Non-GAAP Financial Measures



- To supplement the Company's unaudited condensed consolidated financial statements presented in accordance with GAAP, Electronic Arts uses certain non-GAAP measures of financial performance. The presentation of these non-GAAP financial measures is not intended to be considered in isolation from, as a substitute for, or superior to, the financial information prepared and presented in accordance with GAAP, and may be different from non-GAAP financial measures used by other companies. In addition, these non-GAAP measures have limitations in that they do not reflect all of the amounts associated with the Company's results of operations as determined in accordance with GAAP. The non-GAAP financial measures used by Electronic Arts include: non-GAAP net revenue, non-GAAP gross profit, non-GAAP operating income (loss), non-GAAP net income (loss) and historical and estimated non-GAAP diluted earnings (loss) per share. These non-GAAP financial measures exclude the following items, as applicable in a given reporting period, from the Company's unaudited condensed consolidated statements of operations:
 - Acquisition-related expenses
 - Amortization of debt discount
 - Change in deferred net revenue (online-enabled games)
 - College football settlement expenses
 - Loss (gain) on strategic investments
 - Restructuring charges
 - Stock-based compensation
 - Income tax adjustments

Through fiscal year 2013, the Company used a fixed, long-term projected tax rate of 28 percent internally to evaluate its operating performance, to forecast, plan and analyze future periods, and to assess the performance of its management team. Accordingly, the Company applied the same 28 percent tax rate to its non-GAAP financial results. Beginning in fiscal year 2014, the Company has applied a 25 percent tax rate to its non-GAAP financial results.

Electronic Arts may consider whether other significant non-recurring items that arise in the future should also be excluded in calculating the non-GAAP financial measures it uses. Electronic Arts believes that these non-GAAP financial measures, when taken together with the corresponding GAAP financial measures, provide meaningful supplemental information regarding the Company's performance by excluding certain items that may not be indicative of the Company's core business, operating results or future outlook. Electronic Arts' management uses, and believes that investors benefit from referring to, these non-GAAP financial measures in assessing the Company's operating results both as a consolidated entity and at the business unit level, as well as when planning, forecasting and analyzing future periods. These non-GAAP financial measures also facilitate comparisons of the Company's performance to prior periods. In its earnings press release dated May 6, 2014, Electronic Arts has provided a reconciliation of the most comparable GAAP financial measures to the non-GAAP financial measures.

Q4 FY14 Reconciliation



				Three	Months Ended Mar	ch 31, 2014			
	GAAP Results	Acquisition- related expenses	Amortization of debt discount	Change in Deferred Net Revenue (Online- Enabled Games)	College football settlement expenses	Restructuring and other	Stock-based compensation	Income tax adjustments	Non-GAAP Results
Net revenue	\$ 1,123	\$-	\$-	\$ (209)	\$-	\$-	\$ -	\$-	\$ 914
Cost of revenue	223	(15)					(1)		207
Gross profit	900	15	-	(209)	-	-	1	-	707
Operating expenses:									
Marketing and sales	155	-	-	-	-	-	(6)	-	149
General and administrative	105	-	-	-	(8)	-	(10)	-	87
Research and development	289	-	-	-	-	-	(22)	-	267
Acquisition-related contingent consideration	2	(2)	-	-	-	-	-	-	-
Amortization of intangibles Restructuring and other	4	(4)	-	-	-	- (1)	-		-
Total operating expenses	556	(6)			(8)	(1)	(38)		503
Total operating expenses		(0)			(0)	<u> (1</u>)	(30)		
Operating income	344	21	-	(209)	8	1	39	-	204
Interest and other income (expense), net	(7)	-	5	-	-	-	-	-	(2)
Income before provision for (benefit from) income taxes	337	21	5	(209)	8	1	39	-	202
Provision for (benefit from) income taxes	(30)			<u> </u>	<u> </u>	<u> </u>		80	50
Net income	<u>\$ 367</u>	<u>\$21</u>	<u>\$5</u>	<u>\$ (209</u>)	<u>\$8</u>	<u>\$1</u>	<u>\$39</u>	<u>\$ (80)</u>	<u>\$ 152</u>
Loss per share Basic Diluted	\$ 1.18 \$ 1.15						Earnings per share Basic Diluted		\$ 0.49 \$ 0.48
Number of shares used in computation Basic Diluted	310 319						Number of shares Basic Diluted	used in computation	310 319

Q4 FY13 Reconciliation



				Three Months E	nded March 31, 2013				
	GAAP Results	Acquisition- related expenses	Amortization of debt discount	Change in Deferred Net Revenue (Online- Enabled Games)	Gain on strategic investments	Stock-based compensation	Income tax adjustments	Res	-GAAP sults
Net revenue Cost of revenue	\$ 1,209 309	\$ - (41)	\$-	\$ (169)	\$-	\$ - (1)	\$-	\$	1,040 267
	900	(<u>41</u>) 41							
Gross profit	900	41	-	(169)	-	1	-		773
Operating expenses:									
Marketing and sales	198	<u> </u>	-	-	-	(7)	-		191
General and administrative	96	-	-	-	-	(12)	-		84
Research and development	287	-	-	-	-	(22)	-		265
Acquisition-related contingent consideration	1	(1)	-	-	-	-	-		-
Amortization of intangibles	9	(9)							-
Total operating expenses	591	(10)				(41)			540
Operating income	309	51	-	(169)	-	42	-		233
Gain on strategic investments	25	<u> </u>	-	-	(25)	-	-		-
Interest and other income (expense), net	(4)		5						1
Income before provision for income taxes	330	51	5	(169)	(25)	42			234
					()				
Provision for income taxes	7	<u> </u>	<u> </u>				58		65
Net income	<u>\$ 323</u>	<u>\$51</u>	<u>\$5</u>	<u>\$ (169</u>)	<u>\$ (25</u>)	<u>\$ 42</u>	<u>\$ (58</u>)	\$	169
Earnings per share Basic Diluted	\$ 1.07 \$ 1.05					Earnings per share Basic Diluted		\$ \$	0.56 0.55
Number of shares used in computation Basic Diluted	301 307					Number of shares Basic Diluted	used in computation		301 307

TTM Q4 FY14 Reconciliation



				Trailing Tw	velve Months Ended Ma	arch 31, 2014				
	GAAP Results	Acquisition- related expenses	Amortization of debt discount	Change in Deferred Net Revenue (Online- Enabled Games)	College football settlement expenses	Restructuring and other	Stock-based compensation	Income tax adjustments	Non-G/ Resu	
Net revenue	\$ 3,575	\$ -	\$ -	\$ 446	\$ -	\$ -	\$ -	\$ -		4,021
Cost of revenue	1,347	(60)	-	-	• •	-	(2)	-		1,285
Gross profit	2,228	60	-	446	-	-	2	-		2,736
Operating expenses: Marketing and sales General and administrative Research and development Acquisition-related contingent consideration Amortization of intangibles Restructuring and other Total operating expenses	680 410 1,125 (35) 16 (1) 2,195	- 35 (16) 19	· · ·	- - - 	(48)	- - - - - 1 - 1	(26) (32) (90) - - - - (148)	· · ·		654 330 1,035 - - 2,019
Operating income	33	41	-	446	48	(1)	150	-		717
Interest and other income (expense), net	(26)	<u> </u>	21			<u> </u>	<u> </u>	<u> </u>		(5)
Income before provision for (benefit from) income taxes	7	41	21	446	48	(1)	150	-		712
Provision for (benefit from) income taxes	<u>(1</u>)		<u> </u>	<u> </u>		<u> </u>		179		178
Net income	<u>\$8</u>	<u>\$41</u>	<u>\$21</u>	<u>\$ 446</u>	<u>\$ 48</u>	<u>\$ (1</u>)	<u>\$ 150</u>	<u>\$ (179</u>)	<u>\$</u>	534

TTM Q4 FY13 Reconciliation



				Trailing Twe	Ive Months Ended M	larch 31, 2013			
				Change in					
				Deferred Net					
				Revenue (Online-					
	GAAP	Acquisition-	Amortization of	Enabled	Gain on strategic	Restructuring	Stock-based	Income tax	Non-GAAP
	Results	related expenses	debt discount	Games)	investments	and other	compensation	adjustments	Results
Net revenue	\$ 3,797	\$ -	\$ -	\$ (4)			\$ -	\$ -	\$ 3,793
Cost of revenue	1,388	(93)		-			(2)		1,293
Gross profit	2,409	93	-	(4)	-	-	2	-	2,500
Operating expenses:									
Marketing and sales	788	-	-	-	-	-	(30)	-	758
General and administrative	354	-	-	-	-	-	(38)	-	316
Research and development	1,153	-	-	-	-	-	(94)	-	1,059
Acquisition-related contingent consideration	(64)	64	-	-	-	-	-	-	-
Amortization of intangibles	30	(30)	-	-	-	-	-	-	-
Restructuring and other	27					(27)			<u> </u>
Total operating expenses	2,288	34				(27)	(162)		2,133
Operating income	121	59	-	(4)	-	27	164	-	367
Gain on strategic investments	39	-	-	-	(39)	-	-	-	
Interest and other income (expense), net	(21)	<u> </u>	20						(1)
Income before provision for income taxes	139	59	20	(4)	(39)	27	164	-	366
Provision for income taxes	41	<u> </u>	<u> </u>		<u> </u>	<u> </u>	<u> </u>	61	102
Net income	<u>\$98</u>	<u>\$59</u>	<u>\$ 20</u>	<u>\$ (4</u>)	<u>\$ (39</u>)	<u>\$27</u>	<u>\$ 164</u>	<u>\$ (61</u>)	<u>\$ 264</u>

Q4 FY14 EBITDA Reconciliation

The following table provides a reconciliation of the non-GAAP financial measures regarding Electronic Arts' Earnings Before Interest, Taxes, Depreciation, Amortization and Stock-based Compensation ("EBITDA") to the nearest comparable GAAP financial measures.

					Three Mon	ths End	ed March	3 1, 20 1	14				
	GAAF	7	Acquisition-	de	Change in oferred net revenue (online- enabled	foo	llege otball	Post		Steel	-Based	Nen	-gaap
	Result		related expenses		games)		ement enses		ucturing d other		ensation		-GAAP sults
Operating income		344	\$ 21	\$	(209)	\$	8	\$	1	\$	39	\$	204
Adjustments:													
Stock-based compensation		39	-		-		-		-		(39)		-
Depreciation		31	-		-		-		-		-		31
Amortization of acquisition-related intangibles		19	(19)		-		-		-		-		-
Total adjustments		89	(19)		-		-				(39)		31
EBITDA	<u>\$</u>	433	<u>\$2</u>	\$	(209)	\$	8	\$	1	\$		\$	235

Q4 FY13 EBITDA Reconciliation

The following table provides a reconciliation of the non-GAAP financial measures regarding Electronic Arts' Earnings Before Interest, Taxes, Depreciation, Amortization and Stock-based Compensation ("EBITDA") to the nearest comparable GAAP financial measures.

				Three Mor	nths Er	ded March	31, 201	3		
						ange in erred Net				
					R	evenue				
	G	AP	-	iisition- lated	•	online- nabled	Stock	-Based	Non	-GAAP
		sults		enses		ames)		ensation		sults
Operating income	\$	309	\$	51	\$	(169)	\$	42	\$	233
Adjustments:										
Stock-based compensation		42		-		-		(42)		-
Depreciation		31		-		-		-		31
Amortization of acquisition-related intangibles ¹		50		(50)		-		-		-
Total adjustments		123		(50)		-		(42)		31
EBITDA	\$	432	\$	1	\$	<u>(169</u>)	\$		\$	264

¹ Includes \$31 million impairment of acquisition-related intangible assets.

FY14 EBITDA Reconciliation



The following table provides a reconciliation of the non-GAAP financial measures regarding Electronic Arts' EBITDA to the nearest comparable GAAP financial measures.

	Twelve Months Ended March 31, 2014									
	Acquisition- GAAP related Results expenses		Change in deferred net revenue (online- enabled games)	College football settlement expenses	Restructuring and other	Stock-Based compensation	Non-GAAP Results			
Operating income	\$ 33	\$ 41	\$ 446	\$ 48	\$ (1)	\$ 150	\$ 717			
Adjustments:										
Stock-based compensation	150	-	-	-	-	(150)	-			
Depreciation	126	-	-	-	-	-	126			
Amortization of acquisition-related intangibles	76	(76)	-	-			-			
Total adjustments	352	(76)				(150)	126			
EBITDA	<u>\$ 385</u>	<u>\$ (35</u>)	<u>\$ 446</u>	<u>\$48</u>	<u>\$ (1</u>)	<u>\$</u>	<u>\$ 843</u>			

FY13 EBITDA Reconciliation



The following table provides a reconciliation of the non-GAAP financial measures regarding Electronic Arts' EBITDA to the nearest comparable GAAP financial measures.

	Twelve Months Ended March 31, 2013 Change in Deferred Net Revenue Acquisition- (online-									
	GAAP Results	related	enabled games)	Restructuring and other	Stock-Based compensation	Non-GAAP Results				
Operating income	\$ 121	\$ 59	\$ (4)	\$ 27	\$ 164	\$ 367				
Adjustments:										
Stock-based compensation	164	-	-	-	(164)	-				
Depreciation	118	-	-	-	-	118				
Amortization of acquisition-related intangibles ¹	123	(123)	-	-	-	-				
Total adjustments	405	(123)			(164)	118				
EBITDA	<u>\$526</u>	<u>\$ (64</u>)	<u>\$ (4</u>)	<u>\$27</u>	<u>\$</u>	<u>\$ 485</u>				

¹ Includes \$39 million impairment of acquisition-related intangible assets. In millions.

Q1 FY15 Guidance Reconciliation (ΞA)

The following table provides a reconciliation of the non-GAAP financial measures regarding Electronic Arts' Q1 FY15 guidance to the nearest comparable GAAP financial measures. These are preliminary estimates and expectations based on current information as of May 6, 2014 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 herein. The reconciliation provided below reflects rounding and other approximations.

	GAAP Iidance	Acquisition- related expenses and Amortization	Amortization of Debt Discount	Change in Deferred Net Revenue (online- enabled games)	Stock-Based Compensation	Tax Adjustments	n-GAAP idance
Approximate Net Revenue	\$ 1,200			(500)			\$ 700
Approximate Gross Margin %	79.6%	1.2%		(13.8%)			67.0%
Approximate Operating Expense	\$ 524	(4)			(35)		\$ 485
Approximate Tax Expense (Benefit)	\$ 15					(20)	\$ (5)
Net Income (Loss)	\$ 406	18	5	(500)	35	20	\$ (16)
Earnings (Loss) Per Share	\$ 1.26						\$ (0.05)
Diluted shares (Basic for Loss)	322						313

In millions, except per share data.

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FY15 Guidance Reconciliation

The following table provides a reconciliation of the non-GAAP financial measures regarding Electronic Arts' FY15 guidance to the nearest comparable GAAP financial measures. These are preliminary estimates and expectations based on current information as of May 6, 2014 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 herein. The reconciliation provided below reflects rounding and other approximations.

	GAAP Iidance	Acquisition- related expenses and Amortization	Amortization of Debt Discount	Change in Deferred Net Revenue (online- enabled games)	Restructuring	Stock-Based Compensation	Tax Adjustments	on-GAAP uidance
Approximate Net Revenue	\$ 4,375			(275)				\$ 4,100
Approximate Gross Margin %	69.2%	1.3%		-2.0%				68.5%
Approximate Operating Expense	\$ 2,168	(15)			(3)	(150)		\$ 2,000
Approximate Tax Expense (Benefit)	\$ 60						141	\$ 201
Net Income (Loss)	\$ 774	70	22	(275)	3	150	(141)	\$ 603
Earnings (Loss) Per Share	\$ 2.37							\$ 1.85
Diluted shares (Basic for Loss)	326							326

In millions, except per share data.

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