



Supplemental Segment Information
Third Quarter Fiscal 2008
December 31, 2007

Fiscal Third Quarter 2008 Supplemental Data

Cautionary / Safe Harbor Statement

Readers are cautioned that the estimates and projections contained in this presentation relate to hardware sales for the interactive entertainment industry in general, and are not meant to be indicative of Electronic Arts' ("EA") future performance. Such estimates and projections were prepared by EA and may not reflect the views of the hardware manufacturers identified herein. The hardware manufacturers have not reviewed or approved these estimates and projections.

The estimates and projections contained in this presentation, and the factors influencing them, will likely change. EA will not necessarily update the information contained in this presentation, which speaks only as of January 31, 2008.

These estimates and projections are based solely on limited information currently available to EA and are subject to many risks and uncertainties, any of which could cause actual results to be materially different than anticipated. Some of these risks and uncertainties include: delays in hardware manufacturing and shipments; availability of current-generation platforms (including Microsoft's Xbox 360, Sony's Playstation 3 and the Nintendo Wii); timing and amount of price reductions for current-generation consoles such as the PlayStation 2; market acceptance of new platforms, including handhelds; declines in average software prices; popular appeal and quality of current and new titles; consolidation in the interactive entertainment industry; impact of online gameplay and distribution; legislation affecting the interactive entertainment industry; and general economic trends.

The estimates and projections contained in this presentation are not meant to be indicative of EA's future performance. Some of the factors which could cause EA's future performance to differ materially from the estimates and projections for the interactive entertainment industry as a whole include the following: : timely development and release of Electronic Arts' products; competition in the interactive entertainment industry; the Company's ability to successfully implement its reorganization plans; the consumer demand for, and the availability of an adequate supply of console hardware units (including the Xbox 360, the PLAYSTATION3 and the Wii); consumer demand for software for legacy consoles, particularly the PlayStation 2; the Company's ability to predict consumer preferences among competing hardware platforms; the Company's ability to realize the anticipated benefits of its acquisition of VG Holding Corp.; consumer spending trends; the seasonal and cyclical nature of the interactive game segment; the Company's ability to manage expenses during the remainder of fiscal year 2008 and beyond; the Company's ability to attract and retain key personnel; changes in the Company's effective tax rates; losses on strategic investments; adoption of new accounting regulations and standards; potential regulation of the Company's products in key territories; developments in the law regarding protection of the Company's products; fluctuations in foreign exchange rates; the Company's ability to secure licenses to valuable entertainment properties on favorable terms; and other factors described in the Company's Annual Report on Form 10-K for the year ended March 31, 2007 and Quarterly Report for the quarter ended September 30, 2007. These estimates and projections are forward-looking statements that speak only as of January 31, 2008. Electronic Arts assumes no obligation nor does it intend to update these forward-looking statements. ¹

Current & Legacy Generation Hardware / PC

Estimated EA TTM* Platform Share

(Units in Millions)

	Fiscal Year 2007			Fiscal Year 2008	
	Q3	Q4	Q1	Q2	Q3
North America ⁽¹⁾					
Xbox 360™	28%	27%	23%	21%	22%
Xbox®	32	31	33	29	28
PlayStation®3	32	28	24	29	28
PlayStation®2	24	22	22	19	19
Wii™	9	10	9	11	12
Nintendo GameCube™	13	12	12	11	9
NDS™	4	4	4	4	6
PSP™	27	27	26	24	24
GBA	4	3	3	3	2
PC	24	23	23	23	24
Total North America	21%	20%	18%	18%	18%
Europe ⁽²⁾					
Xbox 360™	20%	18%	17%	17%	17%
Xbox®	31	31	33	37	30
PlayStation®3	--	17	17	19	22
PlayStation®2	24	21	21	21	23
Wii™	4	6	8	12	15
Nintendo GameCube™	24	23	23	23	15
NDS™	10	9	9	8	9
PSP™	25	23	23	23	24
GBA	9	9	9	10	10
PC	28	28	29	29	30
Total Europe	22%	20%	19%	19%	19%

* Trailing Twelve Months

(1) North America platform share information is based on NPD TRSTS data.

(2) Europe platform share information is based on EA estimates as no services comparable to NPD TRSTS exist in Europe.

Estimated Hardware Sell-Thru

Consoles

(Units in Millions)

	Calendar Year				2008 Estimate ⁽²⁾	
	2006 ⁽¹⁾	2007 ⁽¹⁾				
North America						
Sony Playstation 3	0.7	2.6	4.5	-	5.5	
Microsoft Xbox 360	3.9	4.6	4.5	-	5.5	
Nintendo Wii	1.1	6.3	5.5	-	6.5	
Sony Playstation 2	4.7	4.0	2.2	-	2.7	
Total	10.4	17.5	16.7	-	20.2	
Europe						
Sony Playstation 3	0.0	2.8	5.0	-	6.0	
Microsoft Xbox 360	2.0	1.9	1.5	-	2.5	
Nintendo Wii	0.7	4.8	6.5	-	7.5	
Sony Playstation 2	6.0	3.8	1.7	-	2.2	
Total	8.7	13.3	14.7	-	18.2	
North America & Europe						
Sony Playstation 3	0.7	5.4	9.5	-	11.5	
Microsoft Xbox 360	5.9	6.5	6.0	-	8.0	
Nintendo Wii	1.8	11.1	12.0	-	14.0	
Sony Playstation 2	10.7	7.8	3.9	-	4.9	
Total	19.1	30.8	31.4	-	38.4	

- (1) North America hardware units for CY06 and CY07 are based on NPD TRSTS data; Europe hardware units for CY06 and CY07 are based on EA estimates as no services comparable to NPD TRSTS exist in Europe.
- (2) EA Estimates. Readers are cautioned that the estimates and projections contained in this presentation relate to hardware and software sales for the interactive entertainment industry in general, and are not meant to be indicative of EA's future performance. Such estimates and projections were prepared by EA and may not reflect the views of the hardware manufacturers identified herein. The hardware manufacturers have not reviewed or approved these estimates or projections. These estimates and projections are based solely on limited information currently available to EA and are subject to many risks and uncertainties, any of which could cause actual results to be materially different than anticipated. See Cautionary / Safe Harbor Statement on page 1.

Estimated Hardware Sell-Thru

Handhelds

(Units in Millions)

	Calendar Year		2008 Estimate ⁽²⁾	
	2006 ⁽¹⁾	2007 ⁽¹⁾		
North America				
Nintendo DS™	5.3	8.5	7.5	- 8.5
PSP™	3.0	3.8	3.5	- 4.5
Total	8.3	12.3	11.0	- 13.0
Europe				
Nintendo DS™	6.4	8.7	6.5	- 7.5
PSP™	4.0	3.1	2.5	- 3.5
Total	10.4	11.8	9.0	- 11.0
North America & Europe				
Nintendo DS™	11.7	17.2	14.0	- 16.0
PSP™	7.0	6.9	6.0	- 8.0
Total	18.7	24.1	20.0	- 24.0

(1) North America growth rates for CY06 and CY07 are based on NPD TRSTS; Europe growth rates for CY06 and CY07 are based on EA estimates as no services comparable to NPD TRSTS exist in Europe.

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