



MODERN SLAVERY ACT STATEMENT 2015/2016

1. INTRODUCTION

- 1.1 As a responsible corporate citizen, Electronic Arts Limited seeks to ensure that appropriate standards are maintained throughout our business and supply chain by well treated, fairly compensated, workers in accordance with all applicable laws.
- 1.2 This statement is made pursuant to section 54(1) of the Modern Slavery Act 2015 (“MSA”) and constitutes our slavery and human trafficking statement for the financial year ending 31 March 2016.

2. CORPORATE STRUCTURE

- 2.1 Electronic Arts Limited is a wholly owned indirect subsidiary of Electronic Arts Inc., a company incorporated in the USA. Our principal activity is the development, marketing and distribution of video game software and content published by Electronic Arts Inc., that can be played by consumers on a variety of platforms, including video game consoles, personal computers, hand held devices and wireless devices such as mobile phones.

Our games span a diverse range of genres including action, adventure, puzzle, sports, racing, role-playing, shooters, simulation and strategy.

Electronic Arts Limited develops games under contract at our studio located in Guildford, Surrey. These games are marketed, published and distributed by Electronic Arts’ Global Publishing Organisation.

This statement covers the steps taken by Electronic Arts Limited to ensure that slavery and human trafficking is not occurring in its business or our supply chains.

Policies

- 2.1 We are committed to maintaining and improving our practices to ensure that there is no modern slavery or human trafficking in any part of our business or our supply chains. At Electronic Arts, we recognize that our employees are our greatest strength.
- 2.2 Our commitment to fair treatment and a respectful workplace is addressed in the Electronic Arts Code of Conduct
[http://files.shareholder.com/downloads/ERTS/4027553272x0x883501/D91C4D39-F4BF-4C04-8646-10C11823B52F/EA Global Code of Conduct IR .pdf](http://files.shareholder.com/downloads/ERTS/4027553272x0x883501/D91C4D39-F4BF-4C04-8646-10C11823B52F/EA_Global_Code_of_Conduct_IR_.pdf)

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The Code of Conduct applies to everyone who works at Electronic Arts and requires all Electronic Arts employees to act responsibly, professionally and ethically, and to follow the law. The Code instructs employees to report possible misconduct or illegal activity.

2.3 The Code of Conduct outlines that employees should feel comfortable raising concerns without fear of retaliation by the company. An employee who doesn't follow the Code of Conduct could face disciplinary action, including termination of employment.

3. Due diligence processes

3.1 Our standard UK terms and conditions on purchase orders expressly require suppliers to warrant that neither the supplier nor any of its officers, employees, agents or sub-contractors: (i) has committed an offence under the MSA or (ii) is aware of any circumstances within its supply chain that could give rise to an alleged MSA offence or prosecution under the MSA.

3.2 Further, we require suppliers to provide, on request, such records and documents that we may reasonably require to verify their on-going compliance with the MSA.

3.3 We currently believe the risk of slavery or human trafficking in our supply chain to be low. If we suspect a supplier is involved in such activities, we will conduct an inquiry and, if necessary, take corrective action promptly.

4. Training

4.1 UK training sessions which include anti-slavery training were commenced during the fiscal year.

5. Further steps

5.1 Electronic Arts Inc. is currently considering developing a slavery and human trafficking policy, which will be applicable to all Group companies and their suppliers.

Signed:

Director, Electronic Arts Limited