

ELECTRONIC ARTS MODERN SLAVERY AND SUPPLY CHAIN STATEMENT 2025-2026

1. INTRODUCTION

- 1.1 As a responsible corporate citizen, Electronic Arts Inc. and its related companies (collectively, “**Electronic Arts**”) seek to ensure that appropriate standards are maintained throughout our business and supply chain with respect to well treated and fairly compensated workers in accordance with all applicable laws.
- 1.2 Our Modern Slavery and Supply Chain Statements are made pursuant to:
 - Section 54(1) of the UK Modern Slavery Act 2015 (“**MSA**”) and constitutes our slavery and human trafficking statement.
- 1.3 Information specific to Electronic Arts Limited for the financial year ending 28 March 2026 can be found in **Appendix A**.

2. CORPORATE SUPPLY CHAIN

2.1 Our Supply Chain

Electronic Arts produces video games through the development of intellectual property. Electronic Arts engages partners -- that is, entities and individuals outside of the company -- to provide assistance with the development of this intellectual property as well as the marketing and distribution of our video games. We refer to these engagements (and engagements by these partners of other individuals and entities) as our supply chain. Our supply chain also encompasses support services such as employee benefits, facilities management, IT services and other operational functions mainly located in the United Kingdom, but also in Ireland, France, USA, India and Serbia.

3. PREVENTING MODERN SLAVERY, HUMAN TRAFFICKING, FORCED LABOR AND PROHIBITED CHILD LABOR IN OUR WORKPLACE

3.1 Our Global Commitment

Electronic Arts prohibits conduct that intimidates others, coerces others or otherwise makes the workplace unsafe. We are committed to maintaining and improving our practices to ensure there is no modern slavery, human trafficking, forced labor, or prohibited child labor in any part of our business or our supply chains. At Electronic Arts, we recognize the importance of combating these human rights abuses and will not tolerate them in our business or supply chains.

3.2 Our Policies and Processes

Our commitment to fair treatment of workers and a respectful workplace is addressed in the Electronic Arts Global Code of Conduct and other internal policies. The Global Code of Conduct can be accessed at:

https://s204.q4cdn.com/701424631/files/doc_downloads/gov_doc/Global-Code-of-Conduct_IR.pdf

The Global 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 Global Code of Conduct instructs employees to report possible misconduct or illegal activity. An employee who doesn't follow the Global Code of Conduct could face disciplinary action, including termination of employment.

In 2025-2026, Electronic Arts Inc. continued to publish a global statement on human rights which applies to all of its subsidiaries (including those described in **Appendix A**) which can be accessed at:

<https://www.ea.com/about/global-human-rights-statement>

This statement explains, among other things, that we will not use or tolerate forced labour, slavery, human trafficking or employment under a certain age in our business.

3.3 Our Training

All Electronic Arts' employees are required to receive training on EA's Global Code of Conduct. Electronic Arts' Global Code of Conduct course is available online in several languages. In 2025-2026, this course included a specific training module on respect in the workplace.

3.4 Our Reporting Mechanisms

The Global Code of Conduct encourages employees to raise concerns without fear of retaliation by the company. Employees can report any Global Code of Conduct or human rights violations to their manager or Electronic Arts' Legal Compliance Team. Also, Electronic Arts maintains an ethics Reporting Line which is run by an external, independent third party. Employees may report concerns anonymously and toll-free by phone or online on the Reporting Line website (subject to local privacy laws). Customers, suppliers, partners, shareholders and other stakeholders may also use the Reporting Line to inform Electronic Arts of suspected ethical conduct violations.

4. PREVENTING MODERN SLAVERY, HUMAN TRAFFICKING, FORCED LABOR AND PROHIBITED CHILD LABOR IN OUR SUPPLY CHAIN

4.1 Our Suppliers and Other Partners

Electronic Arts requires suppliers and other partners in countries that are deemed to be high-risk based on the Corruption Perceptions Index published by Transparency International to participate in a screening process which covers human rights issues, and EA screens other prospective partners on a case-by-case basis. If Electronic Arts becomes aware of a human rights issue involving an existing partner, Electronic Arts will review the matter and take further action as appropriate. These actions may include conducting an investigation and/or terminating the relationship with the partner. Electronic Arts offers training about this screening process to employees who engage partners on behalf of Electronic Arts in regions deemed to be high risk as discussed above.

5. Risk Assessment

5.1 Electronic Arts assesses modern slavery risk across its business and supply chains on an annual basis. This assessment considers factors including the countries in which our supply chains operate, the sectors involved, the nature of goods and services procured, and any identified worker vulnerabilities. The assessment process involves gathering basic transaction details, checking screening reports for restricted parties, identifying and screening ultimate beneficial owners, evaluating past legal history for relevant offenses, and assessing general business stability and operating history. Additionally, special considerations apply to manual labor vendors—requiring enhanced questionnaires and potential reviews.

This Modern Slavery and Supply Chain Statement has been approved by the Board of Directors of Electronic Arts Limited pursuant to a Board Resolution.



Date: 29-Sep-2026

Lewis Payne
Director, Electronic Arts Limited

Company Number: 02057591

Appendix A

Electronic Arts Limited

I. INTRODUCTION

This **Appendix A** is published by Electronic Arts Limited under the MSA for the financial year ending March 28, 2026, and covers all of Electronic Arts' other entities in the UK.

II. CORPORATE STRUCTURE AND SUPPLY CHAIN

Electronic Arts Limited is a wholly owned indirect subsidiary of Electronic Arts Inc., a company incorporated in the United States and publicly traded on the NASDAQ stock exchange under ticker symbol "EA." Its principal activity is the wholesale physical distribution of video games and extra content. Electronic Arts' games span a diverse range of genres including action, adventure, family, sports, racing, role-playing, shooters, simulation and strategy.

In the UK, Electronic Arts' operations are carried out through Electronic Arts Limited and its subsidiaries. Other UK group entities are either dormant or act as holding companies.

Electronic Arts is committed to ensuring all of its entities operate in a consistent and effective way with regard to the risks of modern slavery and human trafficking.

Electronic Arts Limited develops video games under contract at its UK studios which include facilities in Guildford, Southam, Birmingham and Cheshire. These games are marketed, published and distributed by Electronic Arts.

At the end of our financial year 2026, Electronic Arts Limited had 1,096 employees.

III. PREVENTING MODERN SLAVERY AND HUMAN TRAFFICKING IN OUR SUPPLY CHAIN

As part of Electronic Arts Limited's standard tender process, we include a specific MSA section into our requests for proposals that we ask prospective UK suppliers to complete.

Our standard Electronic Arts Limited terms and conditions on purchase orders expressly require suppliers to warrant that neither the supplier nor any of its officers, employees, agents or subcontractors: (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.

Further, we ask suppliers to provide, on request, such records and documents that we may reasonably require to verify their on-going compliance with the MSA. If we suspect a supplier is involved in such activities, we will conduct an inquiry and, if necessary, take corrective action promptly.

In the United Kingdom, our recruitment and employment procedures include pre-employment screening of all staff to determine if they have the right to work.

IV. EFFECTIVENESS OF OUR EFFORTS TO PREVENT MODERN SLAVERY AND HUMAN TRAFFICKING IN OUR WORKPLACE AND SUPPLY CHAIN

Electronic Arts Limited considers that, having regard to the nature of its business, the due diligence steps described in this statement and its assessment of its supply chains, the current risk of slavery and human trafficking in our workplace and supply chain is low. Nevertheless, we continue to take steps to identify and prevent concerns in these areas, including the following:

- Conducting due diligence on 100% of our highest value suppliers (25 of 25), and evaluating them for potential concerns and remediation.
- Distributing EA's Global Human Rights Statement to 100% of our highest value suppliers (25 of 25), and explaining EA's expectations of its suppliers to avoid the use of involuntary labor and to ensure the fair treatment of workers.

Electronic Arts Limited is continuing to review its processes and supplier relationships to further ensure compliance with the MSA.