

Electronic Arts Announces Strategic Realignment, Impacting Workforce and Project Portfolio

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Electronic Arts (NASDAQ: EA) today announced a strategic realignment of its business, which will involve a reduction in its global workforce and a focused prioritization of key franchises. This restructuring is designed to further concentrate the company's resources on delivering high-quality experiences within its core portfolio and position it for future growth.

As part of this realignment, a number of employees across various EA studios will be impacted in the coming months. Notably, Respawn Entertainment will undergo a restructuring to intensify its focus on its established Star Wars titles and the ongoing development of Apex Legends. This will result in a reduction of approximately 100 roles at the studio and the cancellation of two early-stage development projects.

One of the cancelled projects at Respawn was an unannounced title within the Titanfall universe, reportedly in the early stages of conceptualization as an extraction shooter. The company stated that this decision allows Respawn to dedicate its talent and resources to maximizing the potential of its core franchises.

This strategic shift follows a challenging fiscal year 2024, during which EA implemented workforce reductions of approximately 700 employees. The company acknowledged that the market performance of Dragon Age: The Veilguard and sales of EA FC 25 fell below internal expectations in the first quarter of fiscal year 2025, contributing to a recent decline in its market valuation.

The company reiterated its commitment to its key franchises and its focus on delivering engaging and innovative gaming experiences to its global player base. Further details regarding the strategic

realignment will be shared as appropriate.