



Activision to Release Third Quarter Fiscal 2008 Results on February 7, 2008

SANTA MONICA, Calif., Jan 25, 2008 (BUSINESS WIRE) -- Activision, Inc. (Nasdaq: ATVI) intends to release its Third Quarter Fiscal 2008 results after the close of market on Thursday, February 7, 2008. In conjunction with this release, Activision will host a conference call that will be broadcast over the Internet.

Thursday, February 7, 2008

1:30 pm Pacific Daylight Time (4:30 pm Eastern Daylight Time)

In order to listen to the call dial:
719-325-4930 in the U.S.

or log onto:

<http://www.activision.com>

Anyone planning to dial in to the call should RSVP to Celeste Puskas
at:

E-mail: cpuskas@activision.com

Phone: (310) 255-2640

An "instant replay" of the call will be available for two business days approximately two hours after the call's conclusion. If you would like to take advantage of this special service, you can access it by calling 719-457-0820 and entering the pass-code: 8898584. The replay on the Internet will be archived at <http://www.activision.com>.

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted net revenues of \$1.5 billion for the fiscal year ended March 31, 2007.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, the Netherlands, Australia, Japan and South Korea. More information about Activision and its products can be found on the company's World Wide Web site, which is located at www.activision.com.

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision's expectations, plans, intentions or strategies regarding the future are forward-looking statements that are not facts and involve a number of risks and uncertainties. Activision generally uses words such as "outlook", "will," "could," "would," "might," "remains," "to be," "plans," "believes", "may", "expects," "intends," "anticipates," "estimate," future," "plan," "positioned," "potential," "project," "remain," "scheduled," "set to," "subject to," "upcoming" and similar expressions to help identify forward-looking statements. Factors that could cause Activision's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include, but are not limited to, sales of Activision's titles, shifts in consumer spending trends, the seasonal and cyclical nature of the interactive game market, Activision's ability to predict consumer preferences among competing hardware platforms (including next-generation hardware), declines in software pricing, product returns and price protection, product delays, retail acceptance of Activision's products, adoption rate and availability of new hardware and related software, industry competition, rapid changes in technology and industry standards, protection of proprietary rights, maintenance of relationships with key personnel, customers, vendors and third-party developers, international economic and political conditions, integration of recent acquisitions and the identification of suitable future acquisition opportunities the timing and successful completion of the combination of Vivendi Games with Activision, the combined companies' success in executing planned strategies and achieving assumed synergies and cost savings, and foreign exchange rate changes. Other such factors include additional risk factors identified in Activision's most recent annual report on Form 10-K and subsequent quarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Activision as of the date of this release, and Activision assumes no obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of future performance and are subject to risks, uncertainties and other factors, some of which are beyond our control and may cause actual results to differ materially from our current expectations.

SOURCE: Activision, Inc.

Activision, Inc.
Maryanne Lataif
Vice President, Corporate Communications
310-255-2704
mlataif@activision.com

or
Kristin Southey
Vice President, Investor Relations
310-255-2635
ksouthey@activision.com

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