



TRANSFORM YOUR GAMING COMMUNITY

Community & Culture

- Community Definition:
 - A group of people living in the same place or having a particular characteristic in common.
 - A feeling of fellowship with others as a result of sharing common attitudes, interests, and goals.

Community & Culture

- Culture is how people in community live.
 - Values
 - Customs
 - Beliefs
 - Social Behaviors

Community & Culture

- Culture is a Map: It tells us where we are going
- Culture is a Mirror: Reflection of who we are
- Culture is Always moving: It is in constant change and flow

Cultural Attitude

- How we view culture and what we think about it will determine how we operate and engage with it.

Cultural Attitude

- Christ AGAINST Culture
 - Culture is viewed as totally corrupt and any interaction with it should be avoided.
 - “Video Games cause an increase in violence therefore Christians should never play them.”

Cultural Attitude

- Christ OF Culture
 - Embrace culture and use it to entertain.
 - “Youth Ministry has a full game room for kids to enjoy.”



Cultural Attitude

- Christ TRANSFORMING Culture
 - Culture is corrupt but can still be salvaged.
 - Ministry can take place within the culture, and elements of the culture can be used for within the ministry.
 - With the goal to be spiritual transformation within the specific community and culture.

Cross-Cultural Ministry

- **Incarnational**

- Become part of a specific community by understanding their culture. (Values, Customs, Beliefs, and Social Behaviors)
- 1 Corinthians 9:22, “To the weak I became weak, so that I might win the weak. I have become all things to all people, that I might by all means save some.”
- 1 Corinthians 9:19, “For though I am free with respect to all, I have made myself a slave to all, so that I might win more of them.”

Cross-Cultural Ministry

- **Contextualization**
 - Principle of making the Gospel as relevant to a group of people as possible, without compromising Biblical truth.
 - Know the Biblical truth First

Cross-Cultural Ministry

- Paul Visited Athens:
 - Acts 17:22-25
 - “Athenians, I see how extremely religious you are in every way. For as I went through the city and looked carefully at the objects of your worship, I found among them an altar with the inscription, ‘To an unknown god.’ What therefore you worship as unknown, this I proclaim to you. The God who made the world and everything in it, he who is Lord of heaven and earth, does not live in shrines made by human hands, nor is he served by human hands, as though he needed anything, since he himself gives to all mortals life and breath and all things.”

Cross-Cultural Ministry

- Paul's Cross-Cultural Model
 - He observed carefully the culture around him.
 - Gained a deep understand of who they were.
 - Learned about what they believed.
 - Built a cultural bridge between the Athenians and the Gospel.

Cross-Cultural Ministry

- Redemptive Analogy:
 - When a practice or belief within a specific culture has distinct parallels to spiritual truths of the Gospel.

Cross-Cultural Ministry

- Spiritual Truths in Gaming
 - Challenges:
 - Romans 5:3-4 “And not only that, but we also boast in our sufferings, knowing that suffering produces endurance, and endurance produces character, and character produces hope.”
 - James 1:2-4 “Whenever you face trials of any kind, consider it nothing but joy, because you know that the testing of your faith produces endurance; and let endurance have its full effect, so that you may be mature and complete, lacking in nothing.”
 - Great games create difficult situations and challenge us to overcome them.

Cross-Cultural Ministry

- Challenges: create a sense of adventure and accomplishment
 - Solving Puzzles (Zelda)
 - Conquering Worlds (Mario)
 - Completing an adventure (Metroid)

Cross-Cultural Ministry

- Team Work:
 - 1 Corinthians 12:14-27 (Body of Christ)
 - Mark 3:24-25 (House Divided)
 - Overwatch

Cross-Cultural Ministry

- **Build Relationships**

- The foundation of Christian ministry, mission, and evangelism is personal relationships.
- It is through personal relationships that we learn about needs of the people around us.
 - Opens the door for us as Christians to meet those needs.
- Discipleship
 - Connecting them to the Father.

Transform your Gaming Community

- **Have Fun!**
 - Video games are a form of Entertainment.
 - Give our time, money, and energy to enjoy
 - Video games = Movies, reading, fishing, knitting, or sports.
 - Enjoy them, and have fun.

Transform your Gaming Community

- Self-Control



Transform your Gaming Community

- Control Emotions
 - Pride
 - Anger
- Competition
 - Learn how to win
 - Learn how to lose

Transform your Gaming Community

- Addiction
 - Reward system of the brain that releases dopamine
 - Compulsive use
 - Neglect important responsibilities
 - Everything in moderation

Transform your Gaming Community

- **Connect**
 - We all need connection, especially the Gaming Community!
 - 3 different Spaces that we connect, are committed to, participate in, and we find belonging.

Transform your Gaming Community

- Public
 - Connect through Outside influence
 - Not person to person
 - Shared experience
 - Roman Centurion (Matt. 8:5-13)
 - Jesus allowed the soldier to have connection and community with Him in public space
 - Large Tournaments

Transform your Gaming Community

- Social
 - Small talk of our relationships
 - Provides a safe space to cultivate deeper relationships
 - Local Game Store

Transform your Gaming Community

- Personal
 - Connect through our personal experiences, thoughts, and feelings.
 - Close friends
 - Belonging in 'personal space' is the most effective way for disciples to be made
 - Jesus and the 12!
- Lan Parties

Transform your Gaming Community

- Identity in Christ
 - John 17:20-23 “I ask not only on behalf of these, but also on behalf of those who will believe in me through their word, that they may all be one. As you, Father, are in me and I am in you, may they also be in us, so that the world may believe that you have sent me. The glory that you have given me I have given them, so that they may be one, as we are one, I in them and you in me, that they may become completely one, so that the world may know that you have sent me and have loved them even as you have loved me.”

Transform your Gaming Community

- Having an understanding of your true Identity in Christ is foundational in transforming community.
 - We are one with Christ and He is one with us.
 - We have the same Glory Christ has.
 - We are capable of incredible change in the world around us.
 - So people will believe.
 - And so they will encounter Love.

Transform your Gaming Community

- **Love**
 - This is the foundation of true, real transformation.
 - When we encounter Love we are changed forever.
 - This world and every community and culture in it is full of hurting people who need an encounter with Love.

Transform your Gaming Community

- 1 John 4:7-12 “Beloved, let us love one another, because love is from God; everyone who loves is born of God and knows God. Whoever does not love does not know God, for God is love. God’s love was revealed among us in this way: God sent his only son into the world so that we might live through him. In this is love, not that we loved God but that he loved us and sent his Son to be the atoning sacrifice for our sins. Beloved, since God loved us so much, we also ought to love one another. No one has ever seen God; if we love one another, God lives in us, and his love is perfected in us.”