

# LIVING AS JESUS' DISCIPLES IN THE DIGITAL AGE

## FULFILLING THE GREAT COMMISSION

***INFORMING, FORMING AND TRANSFORMING THE BELIEVER  
AND NON-BELIEVERS***

***"MINISTRY IN A DIGITAL WORLD"***



*Matthew 28: 19-20*

# AGENDA



*WHY THE NEED FOR CHANGE: From Oral Communication to the Digital World*

*How do we make ministry relevant in a 21st century world?*



*Changing our spiritual lenses so that we are relevant in a digital age.*

- ***POINT 1:*** We are living at the convergence of four very significant **forces** which are influencing the development of 21<sup>st</sup> century disciples.
- But first let's look at a few key definitions before we move forward in discussing these forces:
- ***What is the Digital Age?***
- The digital age is the emergence of a connected, networked society through various forms of electronic media.



9/21/2013

# KEY WORDS & DEFINITIONS FOR THE DIGITAL AGE

**Avatar** – a representation of ones’ real or idealized self in three dimensional virtual games and virtual worlds.

**Blog** - short for weblog – a web-based collection of journal like entries listed with most recent on top, Most include text, audio and video clips (sometimes called vlogs.)

**Chat** - software embedded in a website that enables two or more people to discuss topics live by typing words or phrases to each other. This is similar to instant messaging (IM), which is generally limited to communication between two people.

**Cloud Computing** - The phrase is most commonly used to refer to network-based services which appear to be provided by **real** server hardware, which in fact are served up by **virtual** hardware, simulated by software running on one or more **real machines**. Such **virtual servers** do not physically exist and can therefore be moved around and scaled up (or down) on the fly without affecting the end user - arguably, rather like a cloud.

9/21/2013

**Open Source Software** - publicly available software that may be copied or modified without license or payment. Linux is an operating system developed by a group of software designers to replace operating systems like Microsoft Windows. Other open source software includes web browser Mozilla Firefox, course management Moodle, and Microsoft Office competitor OpenOffice

**Podcast** – an audio recording that can be listened to online or downloaded to one’s computer, iPod, or other MP3 (audio file) player.

**Social Networking** - a method of connecting people using a collection of internet-based tools for synchronous (at the same time) or asynchronous (time delayed) interaction. For example, FACEBOOK is a social networking site that enables individuals to post information about themselves, leave comments on a “wall” or bulletin board for anyone to see, interact live using chat, upload pictures and create photo albums. Some social networking sites link people with similar interest such as *Pinterest*. *LinkedIn* is used for developing business contacts.

**Streaming Media** - a live or recorded “stream” or transmission of audio or video data that can be played on a user’s computer without being downloaded, i.e. YOUTUBE

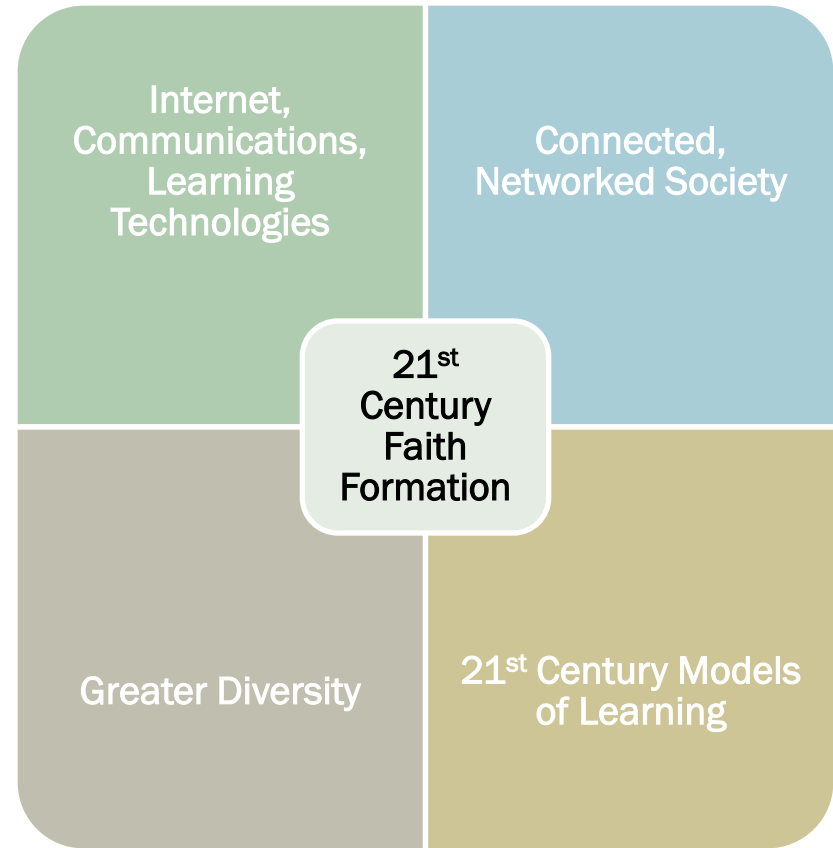
## Cloud Types:

- Public
- Private
- Community
- Hybrid
- Distributed

**Hosted Service** - In marketing, cloud computing is mostly used to sell hosted services in the sense of application service provisioning that run client server software at a remote location. Such services are given popular acronyms like 'SaaS' (Software as a Service), 'PaaS' (Platform as a Service), 'IaaS' (Infrastructure as a Service), 'HaaS' (Hardware as a Service) and finally 'EaaS' (Everything as a Service). End users access cloud-based applications through a web browser, thin client or mobile app while the business software and user's data are stored on servers at a remote location. (Source Wikipedia)

# CONVERGENCE OF FOUR SIGNIFICANT FORCES

1. Greater diversity in society and congregations;
2. New internet, communications, and learning technologies;
3. The emergence of a connected, networked society
4. The creation of 21<sup>st</sup> century models of learning using the new digital technologies.



# FORCE 1: GREATER DIVERSITY

1. **Generational Diversity in America and in our congregations as a result of people living longer.**
2. **5-distinct generational profiles each with their own religious and spiritual needs, unique learning preferences, and styles:**
  1. **The iGeneration (born since 2000)**
  2. **Millenials (1980-1999)**
  3. **Generation X (1961-1979)**
  4. **Baby Boomers (1946-1960)**
  5. **Builders (Born before 1946)**



# AREA 1 OF DIVERSITY: GROWING DIVERSITY OF FAMILY STRUCTURES

1. Married couples with children
2. Married couples without children
3. Unmarried couples with children
4. Unmarried couples without children
5. Same-sex couples with children
6. Same-sex couples without children
7. Single women with children
8. Single men with children

## **AREA 2 OF DIVERSITY: RELIGIOUS DIVERSITY: THERE HAS BEEN A GROWING NUMBER OF PEOPLE IN AMERICA WHO ARE NO LONGER AFFILIATED WITH ANY RELIGION.**

**According to PEW Research this represents 20% of all Americans and 32% of those in their 20s.**

*So, what is the impact?*

**Declining participation in Sunday Worship, sacraments/rites of passage (marriage, baptism) and congregational faith formation among all generations, but especially those who are 40 and younger.**

# AREA 3 OF DIVERSITY: ETHNIC DIVERSITY

The United States is on the verge of becoming a plurality nation. According to the latest U.S. Census Bureau report, there will no longer be a majority group as the non-Hispanic white population decreases in number while still remaining the largest single group. The Hispanic population will more than double, from 53.3 million in 2012 to 128.8 million in 2060, when nearly one in three U.S. residents would be Hispanic, up from about one in six today.

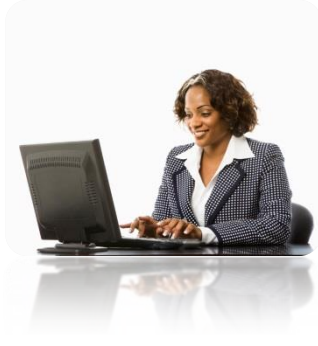


# FORCE 2: A CONNECTED, NETWORKED WORLD

## *Triple Revolution:*

1. **Personalization** on the internet (i.e. [mybethlehemofalexandria.org](http://mybethlehemofalexandria.org))
2. **Social Networks**
3. **Mobile Connectivity**

# IMAGINE THE FUTURE



**How Can We Continue to Equip Believers and  
How do we Begin to Equip non-Believers  
Spiritually in this Digital Age?**

*Imagine creating a digital platform for faith formation that addresses the diversity of our members and use internet and digital technologies, and applies new models of learning to faith formation.*

9/21/2013



**FORCE 3: INTERNET, COMMUNICATION, LEARNING TECHNOLOGIES: WHAT'S MAKING IT ALL HAPPEN? GOD HAS MADE IT ALL WONDERFULLY EASY. SO WHAT'S STOPPING US?**



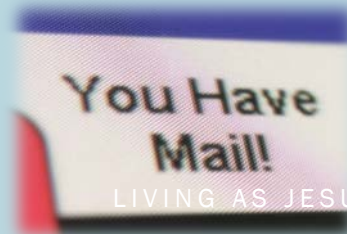
*The Internet Revolution*  
*Mobilization*

*On Demand Services*

*Cloud Services Providers*



9/21/2013



# THE MOBILE COMPUTING REVOLUTION: SMART PHONES



9/21/2013

# THE SOCIAL MEDIA REVOLUTION



FACEBOOK, YOUTube, Pinterest, LinkedIn, Twitter, Instagram, etc.

9/21/2013



# FORCE 4: AN EMERGING LEARNING MODEL FOR THE 21<sup>ST</sup> CENTURY: THE 7 LEARNING ENVIRONMENTS





# ***BETHLEHEM BAPTIST CHURCH***

## ***Mission Statement:***

***The mission of Bethlehem Baptist Church is to win souls to Christ, encourage a healthy relationship with God through discipleship, and be guided by the Holy Spirit into outreach ministries.***

## ***Vision Statement (God's revelation for Bethlehem):***

***The vision of Bethlehem Baptist Church is to use our God given resources to educate, equip, and empower kingdom focused disciples for 21st century ministries.***

**A Connected and Networked Christian Formation: Always considering the “Message, the Method, and then the Media.**

**The idea is a simple one: develop a connected, networked model for faith formation that is lifelong (all ages) and lifewide (whole life) that provides a wide diversity of engaging, and interactive faith formation content and experiences in online and physical settings.**

# FINALITY:

Let's talk about your devices and how you are using them to win souls for Christ?

**Remember:** As Sister Futrell stated yesterday, we have to be availability, we have to be in submission to God lifting him up in all his glory, and we have to be obedient.

**Go, Baptize, Teach:** but first consider the message, the method, and the media.