

MINISTRY & OUR DIGITAL LIVES

Adapting Ministry to
Social Change

Meri MacLeod, Digital Seminarian
merim@digitalseminarian.com

DIGITAL LIFE IN 2025

“Experts predict the Internet will become like ‘electricity’ - less visible, yet more deeply embedded in people’s lives, for good and ill.”

Pew Research Center, March 2014, “Digital Life in 2025”

Available at <http://www.pewinternet.org/2014/03/11/digital-life-in-2025/>

This was more fully described in 2008 by Nicholas Carr in *The Big Switch: Rewiring the World from Edison to Google*.

THE INTERNET OF THINGS

“We'll have a picture of how someone has spent their time, the depth of their commitment to their hobbies, causes, friends, and family. This will change how we think about people, how we establish trust, how we negotiate change, failure, and success.”

Judith Donath, a fellow at Harvard University's Berkman Center for Internet and Society -- Pew Research Center, March 2014, “Digital Life in 2025”

TRANSFORMED EDUCATION

“The biggest impact on the world will be universal access to all human knowledge. The smartest person in the world currently could well be stuck behind a plow in India or China. Enabling that person—and the millions like him or her—will have a profound impact on the development of the human race. Cheap mobile devices will be available worldwide, and educational tools like the Khan Academy will be available to everyone.”

Hal Varian, chief economist for Google -- Pew Research Center, March 2014, “Digital Life in 2025”

THE UBERNET

“All 7-plus billion humans on this planet will sooner or later be 'connected' to each other . . . via the Uber(not Inter)net. . . . When every person on this planet can reach, and communicate two-way, with every other person on this planet, the power of nation-states to control every human . . . will diminish.”

**David Hughes, Internet pioneer -- Pew Research Center, March 2014,
“Digital Life in 2025”**

I-GENERATION

“They spend their days immersed in a ‘media diet’ devouring entertainment, communication, and well, any form of electronic media. . . *They hate school.* Why? Education has not caught up with this new generation of tech-savvy children and teens. It is not that they don’t want to learn. They just learn differently.”

Rewired: Understanding the iGeneration and the Way They Learn by Larry D. Rosen (2010).

ALONE TOGETHER

- "The pull of these devices is so strong, that we've become used to them faster than anyone would have suspected," says Turkle, a clinical psychologist and the founder of MIT's Initiative on Technology and Self.
- "Her research investigates how devices are changing the way parents relate to their children, how friends interact, and why many people — both young and old — keep their devices in-hand all the time — even as they sleep. NPR 2012 interview with Dr. Sherry Turkle on her book *Alone Together: Why We Expect More from Technology and Less from Each Other*.

SIGNS OF CONCERN

- “People are lonely. The network is seductive. But if we are always on, we may deny ourselves the rewards of solitude.”
- “Technology reshapes the landscape of our emotional lives, but is it offering us the lives we want to lead? Many roboticists are enthusiastic about having robots tend to our children and our aging parents, for instance. Are these psychologically, socially, and ethically acceptable propositions?”
- Sherry Turkle from *Alone Together: Why We Expect More from Technology and Less from Each Other* (2011).

CONCERNING IMPLICATIONS

- Always on and connected; stimulated
- Information as bits mixed from varied media
- Mediated relationships
- Addictions – games, gambling, porn, stimulation
- Priority of personal likes & interests (my channels)
- Security – real & exaggerated by media
- Vulnerability of children & youth
- Success requires competence

MINISTRY STRATEGIES

1. S.F. now includes a growing critical awareness & Biblical reflection of digital life

- How does the continual influence of digital media influence one's perceptions, values, responses such as immediacy? Implications for Christ-likeness?

2. Proactive education by the church re:

- Children/Teens & digital balance
- Security & Most Vulnerable
- Parents of teens
- Issue of Addictions

MINISTRY STRATEGIES

3. Strengthen Church Community

- Incorporate various media to link care & support
- New services to support digital life challenges

4. Community Outreach

- Digital Divide – bring knowledge & empowerment
- Kickstarter Opportunities to connect church & community
- Free Seminars

5. Leadership vision for new forms of ministry and new topics of study; ethics, cybersecurity, etc.

-

LEARNING IN A DIGITAL AGE

1. Choose media that matches purpose

- Networking for prayer? Secure simple tool
- Blended learning - online & f2f? More tools & user friendly platform

2. Consider your participants

- Experiences, preferences, growth needs

3. Consider media options

- Stability, variety of tools, security
- Collaboration ease, communication options–Ning??

DIGITAL LEARNING

- **Online learning design:**
 - Think “chunks” of information blended with various activities; exploring/finding relevant links or videos, finding supporting illustrations, small group discussing sub-topics, group presentations, etc.
 - Spend most of the learning time focused on exploring meaning and clarifying participant's understanding rather than giving large amounts of content.
 - Team of facilitators verses THE teacher -- each one has a smaller involvement, brings variety for curating, moderating, monitoring participation

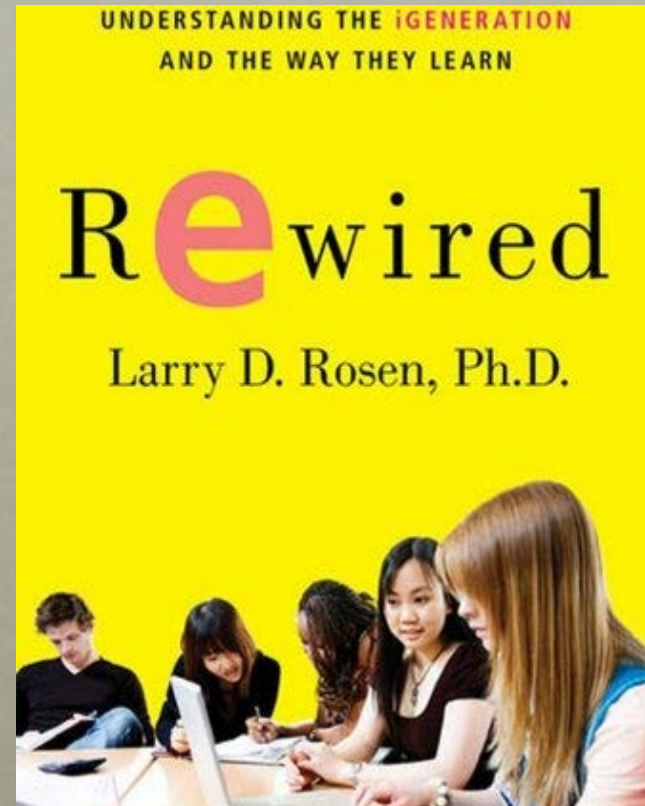
DIGITAL LEARNING

- **Permanent Goal:** Incorporate a flexible yet stable online platform for blended and online learning options. Digital media is a vital part of learning, so include it for Christian education for all ages in the church, even if it is only a supplemental piece.

Adding Some Tec-Variety: 100+ Activities for Motivating and Retaining Learners Online by Curtis J. Bonk (2014)

<http://tec-variety.com>

READ OR LISTEN



- <http://www.npr.org/2012/10/18/163098594/in-constant-digital-contact-we-feel-alone-together>