

Resources for Christian formation & video games

Feature in the [August 5, 2015](#) issue

Resources for Christian formation & video games

## **Websites and Online Resources**

*Christians gamers reflecting on gaming:*

- GameCell (“an in-home games-and-discussion ministry model”), found at [Love Subverts](#).
- [Gamechurch](#) (“to tell . . . Gamers a new story of God—or maybe it’s an old story that we’re trying to tell in a new way”). Also on [Facebook](#).
- [Gaming and God](#) (“to bridge the gap between the pastime that is playing video games to scripture, biblical values, and life lessons that we can use daily”).
- [Geeks Under Grace](#) (“to bring a Christian voice into the geek world. We are tired of people feeling like they have to choose between being geeky and being a Christian”).
- [Theology Gaming University](#) (for “healthy debates, Jesus-infused conversations, and videogames that challenge both our skills and thinking”). Also on [Facebook](#).

*Research and researchers*

- [Game-based Education and Advanced Research Studies](#) (GEARS) Lab at Embry-Riddle Aeronautical University.
- [Jane McGonigal’s compilation of research](#) (with links to the Institute for the Future).

## **Books**

*General studies*

- Craig Detweiler, editor, [\*Halos and Avatars: Playing Video Games with God\*](#) (Westminster John Knox)
- Jane McGonigal, [\*Reality Is Broken: Why Games Make Us Better and How They Can Change the World\*](#) (Penguin)
- Kevin Schut, [\*Of Games and God: A Christian Exploration of Video Games\*](#) (Brazos)

*On the relationships between play, liturgy, and theology (theology of play):*

- Johan Huizinga, [\*Homo Ludens: A Study of the Play-Element in Culture\*](#) (Martino Fine Books)
- Jürgen Moltmann, [\*Theology of Play\*](#) (Harper & Row)

*On ethics and gaming:*

- Mia Consalvo, [\*Cheating: Gaining Advantage in Videogames\*](#) (MIT Press)
- Miguel Sicart, [\*The Ethics of Computer Games\*](#) (MIT Press)

## **Some specific discussions**

- Christopher J. Ferguson and Adolfo Garza (on gaming and increasing altruistic behavior), "Call of (Civic) Duty: Action Games and Civic Behavior in a Large Sample of Youth," [\*Computers in Human Behavior\*](#), vol. 27, no. 2 (March 2011), pp. 770-775.
- Isabela Granic, Adam Lobel, and Rutger C. M. E. Engels, "The Benefits of Playing Videogames," [\*American Psychologist\*](#), vol. 69, no. 1 (January 2014), pp. 66-78.
- Ken Evers-Hood (on the application of game theory in economics to church life), [\*Faith and Leadership\*](#).
- Laura Hudson (on exploring ethics through playing the videogame The Walking Dead), "[If You Didn't Kill That Zombie, Maybe I Won't Either](#)," FiveThirtyEight.
- Scott R. Paeth (on virtue ethics and the importance of the church as a community of and for moral reflection), "[Virtual Good and Evil: The Moral Complexity of Video Games](#)," *The Christian Century*, March 12, 2012.
- Jane McGonigal's [\*Practical Advice for Gamers\*](#).