

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](#).