Missions in the Metaverse
Reconciling Humanity with their Creator
by Reaching Them Where They Live, On Their Devices, via Digital Missions
Full Paper: www.SpiritualWarfare.blog/digital-missions
By: Dr. Jonathan Carl (www.spiritualwarfare.blog/curriculum-vitae)

Thesis: The Metaverse is less about virtual reality and more about the increasing reality of people living (time spent communicating and connecting) in digital places. Christians have the imperative and opportunity to increasingly enter the digital realm in order to effectively reach and teach souls with Jesus' Scriptural truth and love.

Why Digital Missions? The Biblical Foundations & Imperatives
www.SpiritualWarfare.blog/digital-missions-scriptures

- Is Online Church Really a Church? What Does the Bible Say About 'Online Church'"?
  - www.trustworthyword.com/online-church
- What Does the Bible Say About Church Membership?
  - www.trustworthyword.com/what-does-the-bible-say-about-church-membership
- What Does the Bible Say About Risk?
  - www.trustworthyword.com/risk
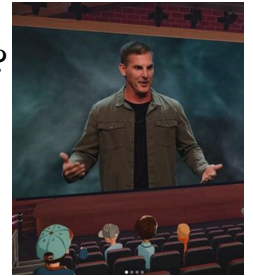
- Acts 5:42 "And every day, in the temple and from house to house, **they did not cease teaching and preaching** that the Christ is Jesus." (ESV)
- 2 Corinthians 10:1–2 "I, Paul, myself entreat you, by the meekness and gentleness of Christ—I who am humble when face to face with you, but bold toward you when I am away!"
- Colossians 2:5 "**For though I am absent in body, yet I am with you in spirit**, rejoicing to see your good order and the firmness of your faith in Christ."
- 1 Thessalonians 2:17–18 "since we were torn away from you, brothers, for a short time, **in person not in heart**, we endeavored the more eagerly and with **great desire to see you face to face**."

## Why Digital Missions? The Statistical Realities & Opportunities
www.SpiritualWarfare.blog/missions-statistics

There are 7.83 billion people in the world.
Some 65-70% of the world's population live in religiously restrictive countries.
(Joshua Project - People Groups)

How many souls are extremely difficult to reach & teach in-person? At least 5.5 billion.

11,421 people groups have the Jesus Film in their primary language, totaling 7,299,000,000 individuals. (Joshua Project - People Groups)

Matthew 9:37–38 "Then he said to his disciples, "The harvest is plentiful, but the laborers are few; therefore pray earnestly to the Lord of the harvest to send out laborers into his harvest." (ESV)
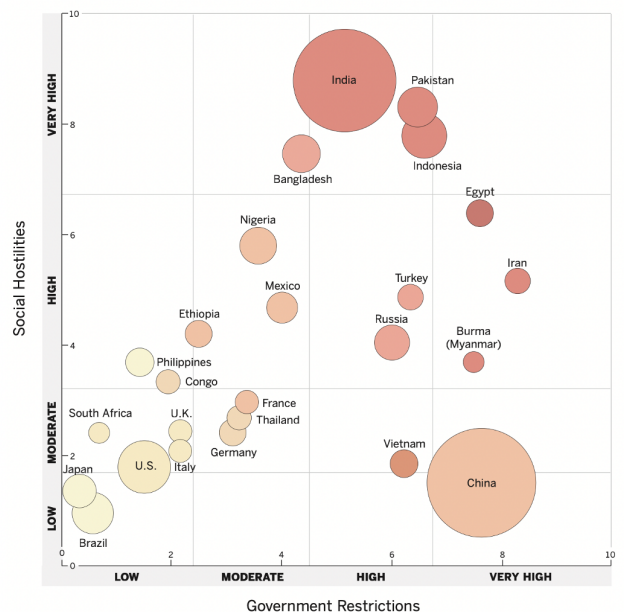
What to Do in Digital Missions: Understanding the Digital Realm
www.SpiritualWarfare.blog/digital-missions-research
Entertainment -> Gaming -> Work -> Social

- Morpheus in the Matrix – "you can't explain what the Matrix [Metaverse] is, you have to experience it for yourself" (Nieuwhof CNLP470 2022)
- "A missionary is nothing more than a disciple of Jesus, who makes disciples of Jesus, where Jesus is not known yet." Zane Pratt, VP Global Training to the IMB

How to Do Digital Missions: Urgent Next Steps for Reconciling Humanity with their Creator
www.SpiritualWarfare.blog/missions-in-metaverse-research
Cyber-Warfare -> Spiritual Cyber Warfare
(Digital Missions as a spiritual combat force multiplier)

Digital Missions STRATEGIES
- Timing – WHEN
- Audience/Aim –WHERE/WHO
- Leadership, Personnel/Staffing – WHO
- Equipment/Resources – WHAT
- Budget, Training, Approach – HOW

Digital Missions TACTICS
- Self-evaluate – What are your current digital practices? How frequently do you need to calendar re-evaluations?
- Try & Learn – What can you research, explore, & experiment with now?
- Watch & Brainstorm – Inspire Creativity with Future Focused Digital Films – "Inspector Gadget" (1983, 1999), "Matrix" (1999), "Minority Report" (2002), "Surrogates" (2009), "Avatar" (2009), **"Ready Player One" (2018)**
- Who Can You Find? – Encourage innovation within yourself and your organization
- Equip Trainers with Resources and Time – What tasks/expectations can be eliminated or reduced to create margin? What tasks/expectations must be added into that margin?
- Maximize Digital Presence & Content Creation – How are your websites (static content) and social media (interactive experiences) implementation? Where do you need to step it up? Where do you need help?
- Some inspiration and ideas:

Digital Missions CHALLENGES
- Platform Reputations and Temptations, Addictions & Accountability
- Time & Resource Requirements - Platform/Equipment Evolution
- Rules/Regulations, Gatekeepers
- Inefficiencies, Limitations, Distractions, Devolve into "self-centeredness"
- Critics, Divisions, Hate, Trolls, Ads, Spammers, Surveillance, Cyber-bullies, Predators, Identity Thieves

Helpful Resources for Further Study
Abbreviated Bibliography: www.SpiritualWarfare.blog/digital-missions-bibliography
Full Bibliography: www.SpiritualWarfare.blog/full-digital-missions-bibliography