Moralising, not Evangelising

An exploration of Explicitly Christian game design, common issues, and potential solutions.

Domenico Agius

Supervised by Prof. Stefano Gualeni

Institute of Digital Games

University of Malta

February, 2025

A dissertation submitted in partial fulfilment of the requirements for the degree of M.Sc. in Digital Games.

To John Doe

Some more descriptive text.

Acknowledgements

These are the acknowledgements. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

Abstract

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

Contents

Contents vii

List of Figures

List of Tables

List of Abbreviations

1

Introduction

In the words of game developer and designer Chris Skaggs: "Every game, whether you like [it] or not, comes with a worldview." (Schut & Schultze, 2013, p. 136). While both analogue and digital game designers may include values inadvertently, they may also design their games to promote specific beliefs (Bogost, 2007; Flanagan & Nissenbaum, 2014). Schut and Schultze (2013) define one such group of games. Explicitly Christian Games (ECGs) unambiguously feature a Christian point of view through their content; they achieve this through the inclusion of Bible stories or passages, obvious displays of gospel morals, or an in-game narrative with an evidently Christian outlook (p. 137). Throughout this dissertation, I shall use the term "Christian" to describe anything conforming to the teachings of any Christian denomination. I do so to avoid limiting the applicability my research.

While ECGs have existed since the early 1980s[1], games developer Wisdom Tree was the first to popularise the concept within Christian circles. Most of their early titles were re-implementations of secular games, including but not limited to those by their parent company, Color Dreams (Bogost, 2007, p. 287). In terms of gameplay, Bible trivia sections and bible quotes were the most notable additions. Most mechanics and rules were copied wholesale from their secular counterparts, though some would be modified to better fit the game's narrative. Another significant deviation was their narratives, which adapted Biblical stories or featured Christian protagonists. Bogost (2007, p. 287) also notes how the games themselves also tend to verge on the absurd. In other words, the games display a lack of attention to how different game elements — specifically rules, mechanics, graphics, sound, and narrative — contribute towards the overall experience for players who have come to expect engaging experiences from games, rather than something resembling a serious game.

---

[1]I based this date on the comprehensive list of religious games compiled by Gonzalez (2022). Nevertheless, many early ECGs in the list remain lost media. For a well-documented example, see Red Sea Crossing (1983) (Goldfarb, 2012; Lucky & Mellen, 2023).

1.1 | Motivation

Wisdom Tree seems to have established a track record for subsequent endeavours. Academics, Christians, and players alike have repeatedly critiqued ECGs for their excessive focus on teaching players, unoriginal gameplay, and inability to engage players of secular games (Bogost, 2007; innocentbystander, 2009; Moon Channel, 2023; Schut & Schultze, 2013). Furthermore, after reviewing lists of recent religious and Christian game releases (Gonzalez, 2022; "List of Christian video games", 2024), it becomes apparent that many ECGs published within the past five years (i.e. between 2024 and 2019) still sideline novel and engaging game experiences in favour of religious instruction.

Innovation in the games industry is hard-fought. However, it is startling to think that after over thirty years, most ECG developers have stuck to the same approach of representing Christian faith. Meanwhile, within the same timeframe, the gaming industry as a whole has found many creative and engaging ways of embedding values in games (Bogost, 2007; Flanagan & Nissenbaum, 2014). Why don't ECG developers take inspiration from such games? Why have ECGs remained stagnant for so long?

1.2 | Aims and Objectives

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

1.3 | Our Approach

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original

language. There is no need for special content, but the length of words should match the language.

1.4 | Document Structure

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

2

Background & Literature Overview

In this section you need to explain all the theory required to understand your dissertation (i.e. the following chapters). But really in this chapter I am going to show you some examples.

2.1 | Evaluation Criteria

This section should contain information on the metrics and background used to evaluate your work.

2.2 | Related Work

In this section you need to explain (and reference) similar work in literature. Make sure to:

- Give a systematic overview of papers with related/similar work

- Highlight similarities/differences to your work (perhaps in the form of a table)

Note that this section may be sectioned based on the different aspects of your dissertation.

2.3 | Summary

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like

"Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

3

Materials & Methods

This section should include a recipe of what you did (explain what you have done so if someone wants to reproduce the experiment, they can). Should also include a description of statistical methods used (if any).[1]

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

3.1 | Summary

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

---

[1]For more information see: http://rc.rcjournal.com/content/49/10/1229.short. Last Accessed: 27th November, 2024.

4

Results & Discussion

Should include a reiteration of the experiments, and their outcome. Together with a description (discussion). Preamble should include a reminder of the aims and objectives together with a list of experiments to achieve these. Should include many charts and other visualization with appropriate descriptions.[1]

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

4.1 | Summary

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

---

[1]Another footnote example.

5

Conclusions

This section should have a summary of the whole project. The original aims and objective and whether these have been met should be discussed. It should include a section with a critique and a list of limitations of your proposed solutions. Future work should be described, and this should not be marginal or silly (e.g. add machine learning models). It is always good to end on a positive note (i.e. 'Final Remarks').

5.1 | Revisiting the Aims and Objectives

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

5.2 | Critique and Limitations

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

5.3 | Future Work

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

5.4 | Final Remarks

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

A

Media Content

If the dissertation has a DVD or pendrive attached to it, you will need a section which explains what is on the media (structure, files, data, etc.). This could be a table with filename and description.

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

Installation Instructions

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

C

User Manual

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

References

Bogost, I. (2007). *Persuasive games: The expressive power of videogames*. The MIT Press.

Flanagan, M., & Nissenbaum, H. (2014). *Values at play in digital games* (1st edition). The MIT Press.

Goldfarb, A. (2012). *'holy grail of Atari games' sells for $10,000* [IGN]. Retrieved December 16, 2024, from `https://www.ign.com/articles/2012/09/10/holy-grail-of-atari-games-sells-for-10000`

Gonzalez, V. (2022). *The religious video game index*. Retrieved December 6, 2024, from `https://www.religiousgames.org/`

innocentbystander. (2009, April 2). *Why aren't there any good Christian video games?* [R/gaming]. Retrieved December 16, 2024, from `https://www.reddit.com/r/gaming/comments/89bg5/comment/c08lqjy/`

List of Christian video games. (2024, May 22). In *Wikipedia*. Retrieved May 27, 2024, from `https://en.wikipedia.org/w/index.php?title=List_of_Christian_video_games&oldid=1225144290`

Lucky, K., & Mellen, A. (2023). *A chorus of replies about church worship* [Christianity today]. Retrieved December 16, 2024, from `https://www.christianitytoday.com/2023/08/letters-conversation-church-worship-forgiveness-video-game/`

Moon Channel. (2023). Why aren't there any good Christian games? Retrieved May 15, 2024, from `https://www.youtube.com/watch?v=COiNrIM9KVE`

Schut, K., & Schultze, Q. (2013). Making a different world: Christians building video games [Kindle edition]. In *Of games and God: A Christian exploration of video games* (pp. 127–148). Baker Publishing Group.