

Computers and Religion (Outline)

1. Introduction
2. History / Background of computers and religion
 - a. Religion and technology before computers
 - i. Printing press
 - ii. Audio recording
 - iii. Others
 - b. Introduction of computers
 - c. Advances in religion and computers
 - d. Today in religion and computers
3. Change in society because of computers and religion
 - a. Technologies
 - i. Intelligent information marketing
 - ii. Multimedia communication
 - iii. Networking
 - iv. Human-computer interaction
 - v. Operating systems
 1. Temple OS
 2. Linux
 - b. Religious entertainment
 - i. Influence in Video Games
 - ii. Influence in online forums
 - iii. Religion impacted by technology
 - c. Information access
 - i. Religious texts
 - ii. Archived information
 - iii. Digital curation
 - iv. Virtual Visualization
 - d. Multicultural computing / development environments

- i. Programmer diversity
 - ii. Programming languages
 - iii. Consciousness of markets (may have different religion)
 - e. Computers becoming a religion
 - i. Example: Mac vs PC
 - ii. Virtual environments
 - 1. “Virtual Avatars” (Second Life, etc.)
 - iii. Online forums and meeting places
 - f. Technology to make religion more accessible
 - i. Live voice recognition and translation
 - ii. Accessibility options
- 4. Are the changes good or bad?
 - a. Increased technological accessibility
 - i. Good, allows more people to access ideas
 - ii. Archived materials for historical preservation
 - b. Forums and virtual communities
 - i. Good: ease of access and community
 - ii. Bad: malicious communities
 - 1. Terrorism
 - 2. False / dangerous information
 - c. Uniting computer enthusiasts
 - i. Good: allows of coexisting of multiple religions without interference
 - d. Computer ethics
 - i. Computer media represent some religions as superior to another
 - ii. Improving / Replacing human life?
 - iii. Computers having a “soul”
 - 1. The matrix
 - 2. Are computers concerned with spiritual or religious issues?
 - iv. Creating virtual life
 - 1. Are we virtual gods?
- 5. Future of computers and religion / issues
 - a. Artificial Intelligence
 - i. New religions

- ii. Man-made gods
 - iii. Eventual takeover and we become slaves or power sources (matrix) :.(?
 - iv. Ethical dilemmas
- b. Virtual reality and entertainment
- c. Cyberfaith
- d. Sufficiently advanced science is indistinguishable from magic
 - i. Eventually, some people may not be experts in the computing stack
 - ii. Sufficiently magical device is indistinguishable from a god
 - iii. Computers become the foundation of religion
 - iv. May be used to manipulate people
- e. Computing advances the goals of religious groups
 - i. Internet-delivered communication
 - 1. Easier to push religious agenda
 - 2. Moral structure of society
 - a. E-morals
- f. Religious playground
 - i. Non-geographic (internet)
 - ii. Spreads based on usage
 - 1. Feedback loop
 - 2. Memetic structure of spread
 - a. Internet is perfect medium