INDEX

Note: Page numbers followed by “n” indicate notes.

Acting, 106, 108
Action research, 63
African megachurches, 93
Agile approach, 82
Alpha Church, 19
Alpha et Omega, 114–118
Ancilla theologiae, 51, 121
Apologetics, 44, 51
Application programming interfaces (APIs), 77, 81
Artefacts, 4, 63, 84, 122
Artificial intelligence, 5 (see also Virtual reality)
  experts, 10
  modern, 51
  technologies for, 51–52
Artificially intelligent theology, 51–52
Association for Computing Machinery (ACM), 84, 90n4
Augmented reality church, 20–22
Being, 107–108
Belonging, 107–108
Belongingness technologies, 108
Bespoke apps, 30
Bible apps and in year apps/plug-ins, 23–24
Biblingo software, 23
Big data theology, 49–51
Black swan, 122n2
Bottom-up theologising, 41–42
Canon, 52
Case studies, 74
Catechism, 46
Center for Humane Technology, 33
Christian Chat, 20
Christian Connection, 25
Christian dating apps, 25
Christian faith, 25
Christian theology, 1, 6
Christianity, 7, 52
Church historian, 120
Church leadership and management technology, 30
Church online, 116
ChurchSuite, 30
Classification problems, 66
Clustering problems, 66
Co-design process, 5, 43, 53, 82, 117
Community of faith, congregation or church, 4
Conceive, design, implement and operate approach (CDIO approach), 8
Congregation, 39
Constructive research (see Design science—research)
Content analysis, 77–78
Context-aware theology, 52–54
Conventional or dominating design, 40
COVID-19 impact on Digital Theology, 94
Crafting, 106–108
Creating, 106–108
Creative faith communities, 41
Creativity of God, 41
Crowd-sourcing theology, 41–43
Cultural appropriation, 48
Culture of fear, 38
Cyberchurches (see Online-only churches)

Data science, 50, 81
Data-driven approach, 10n6
Demonisation, 10, 110
Dependence, 109–112
Depression, 33
Descriptive statistics, 64–65
Design science, 75–76
research, 62–63, 75–76
Dialogue, 123n7
Digital congregation, 127
Digital connectivity, 110
Digital feedback service, 39
Digital parishioner, 128
Digital presence, 21
Digital religion, 1
Digital sacred reality, 37–38
Digital sacred space, 36–37
Digital solutions orientation,
62–63
Digital technology, 42
Digital theologian, 5, 127
Digital tools, 4, 7, 10, 48, 91–92, 97
Digital transformation shapes
Digital Theology, 5–6
Digital worship, 38, 119
Digitalisation, 34, 116
Digitisation, 116
of offline texts, 23
in theology, 5–6
Duolingo apps, 30

E-confession app, 113
e-fying, 55–56
e-Leadership at church, 56
e-Learning, 107
e-Theology, 55–56
Economy, 102–103

Ecumenism, 48, 102–103
Efficient cause, 57
Emancipatory orientation, 63
Emojis in religious discourse,
27–28
Emoticons, 54–55
Encyclopaedia of Digital
Theology research
methods, 63
case studies, 74
design science, 75–76
ethnographies, 69–71
focus groups, 68–69
grounded theory, 71–72
machine learning, 65–67
mixed methods, 76
observation-based methods, 75
phenomenography, 71
qualitative interviews, 67–68
qualitative surveys, 72–73
quantitative surveys, 63–64
social media research, 76–81
statistical analyses, 64–65
Enterprise resource planning
system (ERP system), 44
Epistemology, 98–99
Ethnographies, 69–71
Ex nihilo, 41
Exegetist, 120
Experimentation, 118–119
Exploration, 118–119
Extended reality church, 20–22
Eye tracking, 50, 60n19

Faith
in God, 36
in technology, 1
Faithful innovation, 40
Final cause, 57
Focus groups, 68–69
Foresight, 122n3
Formal cause, 57
Freedom, 109–112
Freedom of information (FOI), 102
Fundraising, 50
Future of Digital Theology, 91
agents and origins of change, 96–98
complexities of drama, 106–114
computer scientist challenging theologian, 119–121
factors shaping, 91–95
key resources in economy and Oikoumene, 102–105
narrative of interplay of tensions, 95–117
paradigm shift, 121–122
real-life laboratories for designing Digital Theology applications, 117–119
representing and naming reality, 98–102
setting scene, 96–105
tasks of Digital Theology in foreseeable future, 117

Game dynamics, 53
Game mechanics, 53
Gameplay, 53
Gamification missiological awareness, 53–54
Geospatial analysis, 78–79
Glocal congregation, 47–49
Grounded theory, 71–72

Holy Communion, 100–101
Holy Ghost Church in Turku, Finland, 21
Home, 114
Human existence modes, 106–109
Human language technologies for intra-and extra-church encounters, 52
Humane technology, 3
Hypothesis testing, 64–65

IBM SPSS, 81
Illiteracy, 54
Imago Dei, 109, 117
Inclusive church, 55
Incremental innovation, 39
Independent-samples t-test, 65
Inferential statistics, 64–65
Informal education, 58–59
Information and Communication Technologies for Development (ICT4D), 122n1, 125n21
Information technology (IT), 1
Innovating or innovative theology, 38–41
Inreach, 59n10
Inter-X design, 55
Interactive technology, 34
Interactive Theology designer, 5
Internet addiction, 33
Internet churches (see Online-only churches)
Internet of Things (IoT), 58n3, 100
Interpretive orientation, 62
Islam, 7, 52
Judaism, 7, 52
Knowing, 56, 106–108
Knowledge, 6, 25, 30, 38, 44, 50, 52, 56, 124n14
tree of knowledge of good and evil, 112–114
workers, 106
Kuhnian paradigm shift, 121–122
Last mile, 110
Learning, 106–107
analytics, 50
programming, 123n9
Legacy system, 40, 58
Legal compliance, 84
Life before death, 27, 88
Linux operating system, 39
Long walk to freedom, 115

*Love and Sex with Robots*, 124n18

m-Pilgrimage, 46

Machine learning, 30, 52, 65–67, 81

Making, 104, 106
decision, 7

meaning making of faith, 27

Matching algorithms, 50

Material cause, 56–57

Megatrends, 92–93

Messy church, 89n2

Missio Dei, 45, 117–118

Missiology, 44, 52, 120

Mission by mobile congregation,
45–46

Mixed methods, 76

Mobile technology, 42, 44–45

Mobile theology, 44–46

Naïve Bayes algorithm, 66

Non-formal education, 58–59n8

Novel technology, 40

Null hypothesis, 64–65

Observation-based methods, 75

Obtrusive design, 58–59n8

Online bible technology, 88–89

Online Christian communities,
19–20

Online Christian dating, 25–26

Online church services, 17–19

Online theology vocational
training, 29–30

Online-only churches, 19

Ontology, 16, 52, 120

Open government data (OGD),
50, 102

Open innovation process, 39

Open problem solving, 41

Paul Tillich’s method of
correlation, 4–5

Phenomenography, 71

Pilgrimages, 46

Pioneer church, 89–90n3

Place, 36

Post-positivistic orientation, 62

Power issues, 6–7

Practical theologian, 120

Preacher, 39

*Purpose Driven Church*, 59n11

Python software package, 81

Qualitative coding process, 66

Qualitative interviews, 67–68

Qualitative surveys, 72–73

Quality in Digital Theology
research, 82

ethical principles, 83–89

quality assurance, 83

Quantitative approach, 62

Quantitative surveys, 63–64

R software package, 81

Radical innovation, 39

Real-life laboratories for
designing Digital
Theology applications,
117–119

Reality, 36

Relevance, 114

Research, development and
innovation (RDI), 6, 61,
120

Research digital theology, 61
(see also Social media
research)
data collection and analysis,
81–82
digital solutions orientation
and design science research,
62–63
emancipatory orientation and
action research, 63
encyclopaedia of Digital
Theology research methods,
63–81
ensuring quality in Digital Theology research, 82–89
interpretive orientation and qualitative approach, 62
(post-)positivistic orientation and quantitative approach, 62
software development, 82
tools, 81–82
Road, 114–115

Sacred place, 37
Sacred reality, 37
Sacred space, 37
Science, technology, engineering and mathematics (STEM), 54, 60n24
Second Life might, 29
Sentiment analysis, 79–81
SentiStrength, 80
Sex robots, 108
Silence, 37, 107, 124n15
Silicon Valley, 33
Slavery, 109–112
Social Dilemma, The, 10, 33
Social media research, 76
content analysis, 77–78
geospatial analysis, 78–79
sentiment analysis, 79–81
Space, 36, 38
physical, 36
sacred, 7, 24
Spiricons, 55
Spirituality, 33, 41, 52
Statistical analyses, 64–65
STEAM education, 54, 60n24
Storytelling app, 45–46
Structured data, 10n6
Sustainability, 46, 105, 115
Sustainable religious literacy app, 47
Sustainable technology, 46–47
Sustainable theology, 46–47
Systematic theologian, 120
Tasks of Digital Theology in foreseeable future, 117
Tech, 33
Technology, 1, 6–7, 34–35, 41–42
attributes shaping expectations from Digital Theology, 35
examples of changing role, 108
fluidity, 108
Theologia viatorum, 44
Theologians, 4, 9, 30, 44, 54, 120
Theology, 51
artificially intelligent, 51–52
big data, 49–51
Christian, 1, 6
context-aware, 52–54
e-Theology, 55–56
innovating or innovative, 38–41
mobile, 44–46
ubiquitous, 34–38
universal access, 54–55
Transparency of automatic reasoning, 51
Tree of knowledge of good and evil, 112–114
Triple helix innovation model, 39
Trust-based leadership, 56
Turing Test, 31n1
Ubiquitous theology, 34–38
Ubuntu, 3, 107–108
United Nations’ goals for sustainable development (SDGs), 46–47
Universal access theology, 54–55
Urbi et orbi, 115
Virtual reality, 33
church, 20–22
representation of tour, 105
Weka, 81
WordDive apps, 30
Index

Working, 106, 111
World Wide Web consortium (W3C), 60n25

YouTube, 30
YouVersion, 23–24

Zone of proximal development, 115