

## Chapter One

### Introduction

#### 1.1. Title

Transforming missions: mission strategy and cyber space.

Research on the use of cyber space in transforming the mission of the South Korean church in the 21st century.

#### 1.2. Relevance of this study

The present generation lives in the new information age as a result of rapid computer developments and the accessibility of the internet. Internet connections in South Korea, as in many countries in the world, make access to the world available in every house. It opens up a venue for cyber missions to other countries. The number of the internet users is growing rapidly. Therefore it is a necessity to understand the internet culture, and internet is becoming part of everyday life.

Examples of everyday activities in cyber space are banking, shopping, keeping in contact with friends and family through chatting or email, playing games, finding information. In many countries cyber space is used to set-up a cyber church community for missions. For example in South Africa the Moreleta Park Church has set up an *E-Kerk* (a cyber church). In South Korea almost all churches have some kind of cyber church associated with it. Therefore the use of cyber space to promote Christian mission needs to be investigated.

Bosch (1991: 368-372) noted that our daily life has become so fast and constantly changing that we cannot use past methods to be effective today. Therefore we need a paradigm shift in our thinking about missions today, to become more relevant. There is a need for the church to understand this paradigm shift, and implement it into its thinking and practice of mission.

Cyber mission is becoming important in the information age, and there are many advantages and disadvantages to it. These advantages are to be managed carefully. It is the church's responsibility to use cyber space to the advantage of God's Kingdom. The opening up of cyber space may prove to be a gift from God to his church today. This study intends to concentrate on the new challenges and opportunities of cyber space to the South Korean churches, although the implications for the Christian community worldwide will also be considered.

### **1.3. Problem statement**

The world has been impacted by cyber space (internet). The competitive power in cyber space is becoming one of the important success stories in this information age. Many people and organizations are competing to manage cyber space for their benefit. Cyber space will continue to expand its impact in this information age. But cyber space also increases the confusion between reality and imagination. Therefore the perception of actual reality has decreased, and the world is flooded with information under the cover of anonymity in cyber space.

Cyber space has become a new mission field in this information age. Therefore, the church has the great opportunity to deliver the gospel to the end of the earth through the cyber space (internet).

While many churches and mission organizations, only observe the many problems (crimes and immorality) on the internet, there are many important benefits for mission. Cyber space may be used as a destroying power if it is not counter-acted. To provide an alternative in cyber space is the responsibility of the church, to be the light and salt to the earth and to respond with cyber mission. Therefore the use of cyber space for missionary thinking and practice has to be carefully studied and examined.

The basic problem of this study is: how the church and mission organizations can make use of cyber space in conducting their mission to the world.

Questions flowing from the basic problem are:

- How should the church answer to the Great Commission in the information age?
- How should the church use the cyber space (internet) to reach the ends of the earth?
- How can the churches and mission organizations be motivated and empowered to invest in cyber space (internet)?
- How may the church and missionary organization be encouraged to explain the new possibilities offered to them by cyber space (internet)?

Although this study will focus mainly on the challenges and opportunities of the South Korean churches in the modern information age, the research will also touch on the implication of these challenges and opportunities for the Body of Christ, worldwide.

#### **1.4. Hypothesis**

The church in today's world has the great responsibility to embody the "Great Commission"(Mt. 28:19ff), and to deliver the gospel to the ends of the earth. There are still many unreached countries in the world. For example, in South Korea a strong Christian community has developed, but North Korea has no freedom of religion, and the Christian church there is weak and suffering.

Cyber space is an exciting new tool for missionary work to answer to the command of our Lord Jesus Christ in our day. It can reach around the world, and it's available 24 hours a day, 7 days a week, 365 days a year. If we use the opportunities that internet provides, it will help us to reach millions of people in the world - in North Korea, in Muslim countries, etcetera - that, in the past, were very difficult to do.

If the churches and mission organizations rise to the opportunities and the challenges that the information age provides, taking due consideration of the strengths and weaknesses of cyber space, new strategies and methodologies may be developed that will serve the church well in the 21st century.

#### **1.5. Aim of this study**

As the internet develops, room for the new life is opening in cyber space. In this cyber-age, Christian churches and missionaries, are playing an increasingly important role in the cyber world.

This study would like to motivate and to empower South Korea churches, the global church, and all mission organizations, to partake in cyber mission through the internet. It is a new passageway to reach the ends of the world.

The aim of this research is to contribute to the opening up of new mission fields in the cyber world, by developing new strategies for internet missionary work to convey the Good News in 21st century.

To achieve this goal, the following steps will be taken.

- Understand the essence of the cyber space.
- Identify the impact of the cyber space.
- Identify the advantages in cyber space.
- Identify the disadvantages in cyber space.
- Evaluate the ministry of the church in cyber space.
- Reflect theologically on the use of cyber space.
- Identify the opportunities of cyber space as a tool for enhancing the church's ministry in the world.
- Develop a strategy for the church to utilize the cyber space.

## **1.6. Research methodology**

In this study different methods of research have been used. This thesis contains both a qualitative and a quantitative approach.

### **1.6.1. Qualitative research (literary)**

This research involved an extensive literature study in which available sources in South Korea and South Africa were utilized. The sources used in this study are primarily published books, articles in journals and periodicals. A number of unpublished theses were also used. Material from many continents has been

collected, but due to of the focus of this research, special attention was given to South Korean sources.

Web sites were searched and relied on. Web-masters (coordinators) were contacted and information was requested with regards to their purpose and strategy, and its advantages and disadvantages. They provided useful material and web addresses.

### **1.6.2. Quantitative research (empirical)**

A comprehensive questionnaire was developed (see appendix). The South African web coordinator was contacted, and the questionnaire was distributed by e-mail to a number of web masters (coordinators) who were working in cyber churches and Christian web sites. The South Korean web coordinators were personally contacted, and they introduced useful material.

### **1.6.3. Participant observer**

As someone who lived before the internet generation and now lives in the internet generation, the writer have experience of many cyber matters, of it's advantages and disadvantages.

The present researcher has been involved in certain cyber web sites such as a Cyworld personal web site, Facebook, Daum blog, Daum web cafe and involved in many cyber ministries with many years. He was not merely an observer in the current undertaking, but also a participant.

While the researcher was in theological training at Han-sei University, he gained extensive experience in mission, and was involved in the OM's missionary training at South Africa in 2002. After he graduated at the University in South Korea, he became a missionary in South Africa from 2003 to the present. The researcher was ordained to the ministry of the Assemblies of God in 2006.

The researcher engaged in extensive discussions and e-mailing with many coordinators of Christian web sites concerning various issues in the cyber world. Therefore, it is evident that while he endeavors to treat his subject material as subjectively and scientifically as possible, his own experience and thinking is reflected in the thesis as well.

It is necessary that I, the researcher, provide some information on my own background and theological position.

### ● **Personal theology**

The researcher comes from Pentecostal tradition in South Korea and is a missionary at Shosanguve (Block M&M) in Pretoria, South Africa. Today there are many Pentecostalist denominations in the world, including the Assemblies of God. The name Pentecostal derives from Pentecost<sup>1</sup>, the Greek name for the Jewish Feast of the Weeks, which falls on the fiftieth day after Passover. Our Pentecostal

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<sup>11 1</sup> According to the Acts 2:1-4. When the day of Pentecost came, they were all together in one place. Suddenly a sound like the blowing of a violent wind came from heaven and filled the whole house where they were sitting. They saw what seemed to be tongues of fire that separated and came to rest on each of them. All of them were filled with the Holy Spirit and began to speak in other tongues as the Spirit enabled them, it is the birthday of the Christian Church.

church<sup>2</sup> emphasizes a direct personal experience of God through the experience of Holy Spirit baptism, generally evidenced by speaking in tongues.

Pentecostals believe that spiritual gifts, such as speaking in tongues, did not cease after New Testament times and are still available for modern Christians. Pentecostals emphasize that salvation is a free gift received by the grace of God through faith in Jesus Christ, and cannot be earned through good deeds.

Traditionally Pentecostals have taught that the initial evidence of Spirit baptism is speaking in tongues. However, our Pentecostal churches believe that Holy Spirit baptism and speaking in tongues are not required for salvation. I also believe that it is supernatural gifts that may be received from the Holy Spirit, and that not all Christians necessarily receive all of these gifts.

### **My own position**

Theology is "knowledge of God or speech about God." In one way or another, all humans and myself have a theology. And certainly every church and denomination has a theology.

My personal theology begins with the fact that God who created us and has loved us from the beginning, and has sent His Son to redeem us, continues to sustain us (Ps. 68:19,20), and to work within our mission. I believe that God created humans to be loved and worshiped by all people.

Today computers, social networking, media projection, Facebook, Twitter, texting, instant messaging, YouTube – technology and its use are all around us. This is a

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<sup>2</sup> Pentecostal churches are Christian churches that emphasize the work of the Holy Spirit and the exact truth of the Bible.



great opportunity to share the gospel with the whole world. Technology also God's work through us that must be challenged and transformed by the grace of God. All of creation is for God's glory. Cyber mission is very important in today's mission and in need of God's protection and guidance through the Holy Spirit.

### ***Missio Dei***

The foundation of my personal theology is the *missio Dei*, the mission of the *Triune* God.

God is a missionary God. Mission is not primarily an activity of the church, but a attribute of God, *missio Dei*. Mission is first and foremost God's mission, and God's mission is defined in terms of his *Triune* character and work. The *missio Dei* will be explored in greater detail in chapter 3 (3.3.1). Those words resonate in my heart from Professor *Meiring* and the readings from Bosch's book (1991: 389-393).

Mission have to be understood in terms of God's *Triune* nature. The classical Western doctrine of the *missio Dei* is God the Father sending the Son into the world, Father and Son sending the Holy Spirit, Father, Son and Holy Spirit sending the church into the world. As far as missionary thinking is concerned, this thinking about the *Trinity*, and about mission as *missio Dei* are the bases of my personal theology of missions. I love God the Father, Son and Holy Spirit, and I am on mission through the *Triune* God. This is foundational to my personal theology.

I believe in the eternal communion of love between the Father, Son and Holy Spirit as the *Triune* God. The Bible teaches that God has chosen to make himself known to us in the person of Jesus Christ. In Jesus I meet God as the Father, Son and Holy Spirit. Without Jesus Christ I cannot understand who God is.

My belief is that the one God exists eternally in the union and communion of the Father, the Son and the Holy Spirit. When I meet Jesus in the Bible he introduces me to the Father. The Holy Spirit leads me to believe in Jesus as God and through Him and the Holy Spirit to be a child of the Father (Eph. 2:8; Rom. 8:15). Through the faith in Jesus, worked in me by the Holy Spirit, I am accepted in the fellowship of the Father and the Son and the Holy Spirit (2 Cor.13:13).

God is protecting my life and help me to go the right way instead of the wrong way. God the Father is an essential part of the salvation process. He gave His only begotten Son so that I may have eternal life in the Kingdom of God (John 3:16). The Son reconciled us with the triune God (Rom. 5:1). Repentance is toward God.

Jesus is revealed in the Scriptures as the Son of God who became a human being, one with the Father and the Holy Spirit; and one with all humanity. Jesus Christ has become one with our human nature in order to save me from my sins. This means that in Jesus Christ the Son of God, I share in his son-ship as a child of God as my Father, and that beloved by God (Jn. 14:21). Jesus is the only way to kingdom of God.

Through the Holy Spirit the Father and the Son came to live in me (Jn. 14:23). He teaches me the truths of God (Jn 16:8), guides me into all truth (Jn 16:12), enables me to discern error, and empower me to obey (Acts 1:8). Therefore, the Holy Spirit works through my mission – He makes me part of the *missio Dei*.

### ***The Bible***

The Bible is indispensable to my personal theology. I believe that the words of the Bible have life-changing power. God's Word is the seed which produces new life, and this life-changing power for salvation to all who believe. Without the Bible my

missionary work and evangelism is impossible. My theology is dynamic and growing as I diligently study the Word of God.

The Bible constitutes a guide for my life. It comforts, teaches and encourages me. I trust that the Bible is inspired by God (2Tim. 3:16) and therefore certain (Lk. 1:4) and authoritative. Jesus used the truth of the Bible to oppose and resist Satan's temptations and so should I. I have the Word of God as my weapon (Eph. 6:17).

The Bible was written over a period of more than 1000 years by humans who were inspired by God to write down his word for his world. I trust that God's word contains God's impartial, eternal standard of truth. The whole Bible contains God's word and all we need to know to be saved. In this 21st century, I need the Bible more than ever to stay true to the truth and God's mission.

My personal theology will continue to be developed the rest of my life. I am sure God will continue to give even greater opportunities to lead and share the gospel.

## **1.7. Overview of the Thesis**

- **Chapter One: Introduction**

The relevance of the subject, the problem statement, the hypothesis, the methodology to be used, statement of research objectives and aims are discussed. An overview of the chapters to follow.

- **Chapter Two: The new information age, and its challenges to the church and its mission.**

The chapter is developed to the following issues:

The use of the cyber space (internet) is expanding worldwide, and the number of the cyber space (internet) users is growing rapidly. In the 21st century normal life has to come to grips with understanding the cyber space (internet) culture. It has become a part of life.

The proper definition of cyber space (internet), its interrelatedness, its characteristics, and its influence. A Christian evaluation of the use of the cyber space.

● **Chapter Three: Mission at the beginning of the 21<sup>st</sup> century.**

This chapter will attempt to answer the following questions:

- How strong is the Christian community in the world today?
- What is mission? What is the goal of mission?
- What does the Bible say about mission?
- What is the South Korean perspective on mission?

This study proposes a fresh perspective on what the cyber mission has to offer in terms of the theology and practice of missions.

● **Chapter Four: Cyber mission**

This chapter will analyze the advantages and disadvantages of cyber mission, the theological understanding of cyber mission, and the need for a cyber mission today

- **Chapter Five: Cyber community and mission**

The chapter discussed a number of issues:

What is the cyber church? A comparison of the advantages of a cyber church and its disadvantages. A proposition for a cyber church in 21st century.

- **Chapter Six: Cyber Mission today: the South Korean experience.**

Specific examples of the South Korean church and missionary organizations are discussed. How do they use the internet in their missionary programmes?

- **Chapter Seven: Cyber mission strategy**

This chapter proposes a cyber mission strategy for 21<sup>st</sup> century churches and missionary organizations.

- **Chapter Eight: Conclusion**

At the end of the thesis the main conclusions of my research are tabled. This includes insights and suggestions that may guide the churches in South Korea on their way to proclaim the Gospel of Christ in the 21st century. Recommendations for future studies and research in this regard are added.

## Chapter Two

### **The new information age, and its challenges to the church and its mission.**

#### **2.1. Introduction**

The use of the cyber space is expanding world-wide, and the number of the cyber space users is growing rapidly. In the 21st century the world has to come to grips with the cyber space culture. It has become a part of life. How cyber space touches the lives of people will be discussed as follows:

A brief introduction to the basic building blocks of cyber space, its proper definition, different categories of cyber space and their interrelatedness is needed. The characteristics of cyber space and its influence, a Christian evaluation of cyber space, will be discussed in the following pages.

#### **2.2. Cyber space - A comprehensive definition**

Meanings of the term “cyber space” have developed and evolved. The term cyber space was coined by Gibson (1984) who used it as part of a science fiction novel, *Neuromancer* (Wertheim 1999: 223-224). The term cyber space literally means 'navigable space' and is derived from the Greek word *kyber* (to navigate) (Dodge & Kitchin 2001: 1). Gibson described cyber space in his cyber novel as follows;

"The matrix has its roots in primitive arcade games, in early graphics programs and military experimentation with cranial, cyber space. It is a consensual hallucination experienced daily by billions of legitimate operators, in every nation, and by children being taught mathematical concepts; a graphic representation of data abstracted from the banks of every computer in the human system with its unthinkable complexity, lines of light ranged in the non-space of the mind, clusters and constellations of data, like city lights, receding" (Gibson 1984: 51-67).

The term cyber space, coined by Gibson, clearly owes much to the term "cybernetics", invented by Norbert Wiener in 1948. The term cybernetics is delivered from the Greek word *kubernetes* literally 'steersman' or 'pilot'. It was defined by Norbert Wiener in his book as 'the science of control or communication, in animal and machine'. A cybernetic system works like a thermostat, turning a boiler on or off, when a system goes down or up to a certain point (Whittaker 2004: 9). Computer technology is closely associated with cybernetics.

Hayles (1996) points out that Gibson's neologism and his vision of the future did not spring out of nothing, but originated from technical and social innovations that changed our world view in the 1980s and 1990s (Whittaker 2004: 4).

According to Benedikt (1991) the developed cyber space does not exist outside the science novel and the imagination, but he believes that cyber space is 'now under construction' (Benedikt 1991: 122-123).

Stone(1991) states in her discussion of the term that cyber space exists only through social interaction created by communal agreement; her emphasis on

"communal agreement" remembers of Gibson's (1984) reference to cyber space as a "consensual hallucination".

At present cyber space has many different definitions, some viewing it as imaginary but in development, others as real and present, others as an individual conceptual space, others as a product of social interaction, others as virtual reality, others as transmission of information, others as communication over computer networks without regard to physical geography (Strate, Jacobson, & Gibson 2003: 4). The cyber space does not consist of one homogeneous space, but is rapidly expanding. These cyber spaces provide different forms of interaction and communication.

The term cyber space has many different definitions, and it acts as a nexus to a variety of different phenomena. In general these spaces can be categorized into those existing within the technologies of the internet, those within virtual reality, and conventional telecommunications such as the phone and fax (Whittaker 2004: 5).

**Table 2.1 Cyber space**

<b>Cyber space</b>		
<b>Internet</b>	<b>Virtual Reality</b>	<b>Telecommunication</b>

### **2.2.1. Internet**

Although we may hold very different concepts about the cyber space, internet media, most agree that the internet is the most obvious current incarnation of cyber space in the 21st century.



The internet is commonly defined as a worldwide, publicly accessible computer network, linking different computer networks around the world. The internet is typically described as a network of networks that consists of millions of smaller domestic, academic, business, and government networks (Bothma 2000: 3; De Beer 1998: 475; Whittaker 2004). The internet may be a mass medium, but it is also a very personal one.

Carson, International President for the research company *Nielsen Online* noted (WARC News 2010),

The internet is no longer a niche technology - it is mass media and an utterly integral part of modern life. Almost no aspect of life remains untouched by online media.

As our lives become more fractured and cluttered, it isn't surprising that consumers turn to the unrivalled convenience of the internet when it comes to researching and buying products.

According to Haupt (2001: 21) the internet is a worldwide communications network that has made it possible for people of all ages, cultures and orientations to communicate with one another through the computer. The internet connects millions of computers together globally, forming a network in which any computer can communicate with any other computer as long as they are both connected to the internet. Casanova et al (2001: 245) also define the internet as a network of interconnected computers used primarily for communication and information exchange.

Although some networks are relatively autonomic, almost all networks allow connections to other networks by the protocols (ways of exchanging information). The means by which computer networks are connected is the protocol TCP/IP (Transmission Control Protocol/ Internet Protocol) (Dodge & Kitchin 2001: 2). For example, the information that travels over the internet does so through a variety of languages known as protocols. These protocols, TCP/IP, came to be called the internet.

Every internet-connected computer is assigned a unique internet protocol address (IP address) (Rayport & Jaworski 2003: 30-31). An IP address is an unique number consisting of four parts that identifies a computer on the internet (e.g., 123.145.67.189). Because of the IP address is difficult to remember such number, so domain names were invented.

Through its domain name one's site can easily be referred to (Bickerton 2000: 293). A domain name is the main part of an internet address (Cox & Koelzer 2004: 313). For example, in the address <http://www.up.co.za>, "up.co.za" is the domain name, and "co.za" indicates that the site is based in South Africa; in <http://logos.co.kr>, "logos.co.kr" is the domain name, and "co.kr" indicates that the site is based in South Korea. In these examples the domain extension indicates the country where the site is based (Cox & Koelzer 2004: 313; Shelly, GB, Cashman, TJ, & Vermaat, ME 2003: 8).

The success of the internet is based on the development of protocols for transferring files over distributed networks. Therefore anyone with a computer can connect through the protocols to one of the network spaces to the internet ( Rosenberg 2004:17).

**Table 2.2. Current Top-Level Domains**

Original Top-Level Domains	Type of Domain
Com	Commercial organizations, businesses and companies
Edu	Educational institutions
Gov	Government agencies
Mil	Military providers
Net	Network providers
Org	Non-profit organizations
Newer Top-Level Domains	Type of Domain
Museum	Accredited museums
Biz	Businesses of all sizes
Info	Businesses, organizations, or Individuals providing general Information
Name	Individuals or families
Pro	Certified professionals such as doctors, lawyers and accountants
Aero	Aviation community members
Coop	Businesses and cooperatives such as credit unions and rural electric co-ops

### 2.2.1.1. A brief history of the internet

The birth and growth of the internet, also known as the "International electronic network" was firmly rooted in the circumstances of the Cold War by the Advanced

Research Projects Agency (ARPA) of the U.S. Department of Defense, which was founded following the launch of Sputnik 1 on 4 October 1957 by the Soviet Union to pursue scientific, military and academic research (Slevin 2000 :28; Whittaker 2004: 19).

The U.S. military wanted to be sure networked computers can communicate with each other, no matter where they were located and no matter what system each target computer was running, even if a missile attack or nuclear attack disabled portions of the network.

To accomplish this, they creating the first long-haul computer network, it would be the first major element of cyber space in a network called Advanced Research Projects Agency Network (ARPANET)<sup>3</sup> that led directly to the internet.

They made a network with four sites: the University of California at Los Angeles, the Stanford Research Institute in Menlo Park, the University of California at Santa Barbara and the University of Utah in Salt Lake City. The internet worked (Wertheim 1999: 222-223; Slevin 2000 :31). However, the ARPANET was not easily available to anyone outside ARPA's direct circle. Clearly there was need for a civilian network as well.

During the late 1970s and 1980s more and more networks developed. Rregulation of ARPANET was passed to the U.S. National Science Foundation (NSF) in 1982. The NSF made the further decision to build a national "backbone" network called NSFNET to serve it.

The NSFNET is a simple system known as e-mail. Finally the NSFNET and the various regional networks became known as the internet (Slevin 2000: 33; Campher

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<sup>3</sup> ARPANET - one of the core goals of its design was to be a communication network that would survive nuclear war.

2006: 11; Wertheim 1999: 224). As the internet grew through the 1980s and early 1990s, many people realized the increasing need to be able to find and organize files and information.

By the early 1990s, the internet was exponentially increasing, and many things could be done on the internet, which means anything that could be turned into a digital file could be transferred: documents, pictures, software, video, etc.

One of the most innovative and comprehensive devices for the exchange of information through the internet today is undoubtedly the World Wide Web (WWW). The WWW was developed in 1989. The WWW consists of multimedia data (mostly text and static graphics, but also sound, animation, movie and virtual space) which are stored as hypermedia documents that contain links to other pages of information (Bothma 2000: 10; Slevin 2000: 37; Campher 2006: 11; Wertheim 1999: 224).

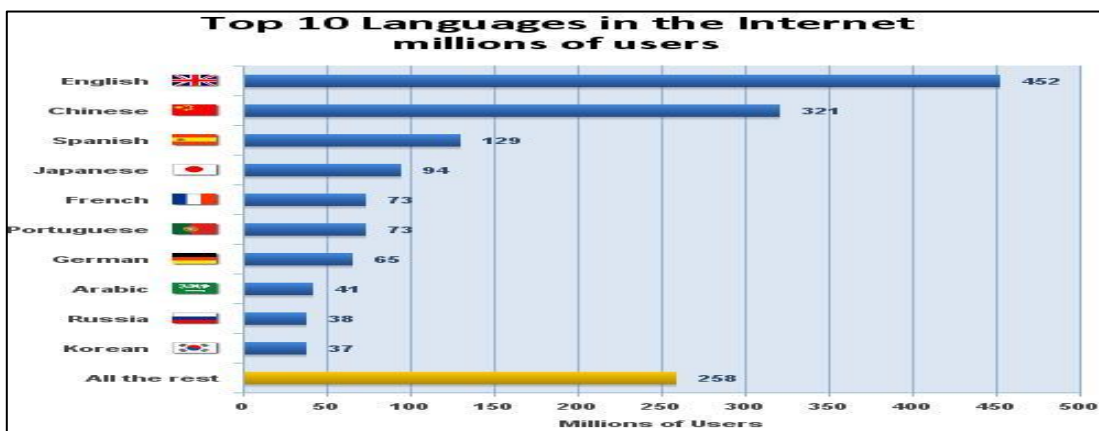
The first graphical web browser was developed in 1994. A browser is a program (such as Netscape Navigator or Microsoft Internet Explorer) with which one user can connect to a remote computer host, and explore and interact with the information stored on the WWW. For example, it is now possible to do shopping, banking, finding information, playing games and much more. This browser made internet more than a communication and file exchange network (Campher 2006: 11; Kitchin 2001: 3).

The growth of the internet has been astonishing. In 1997 the number of people using the internet worldwide was 70 million, within 10 years this had grown to 1.3 billion ([www.internetworldstats.com/emarketing.htm](http://www.internetworldstats.com/emarketing.htm)).

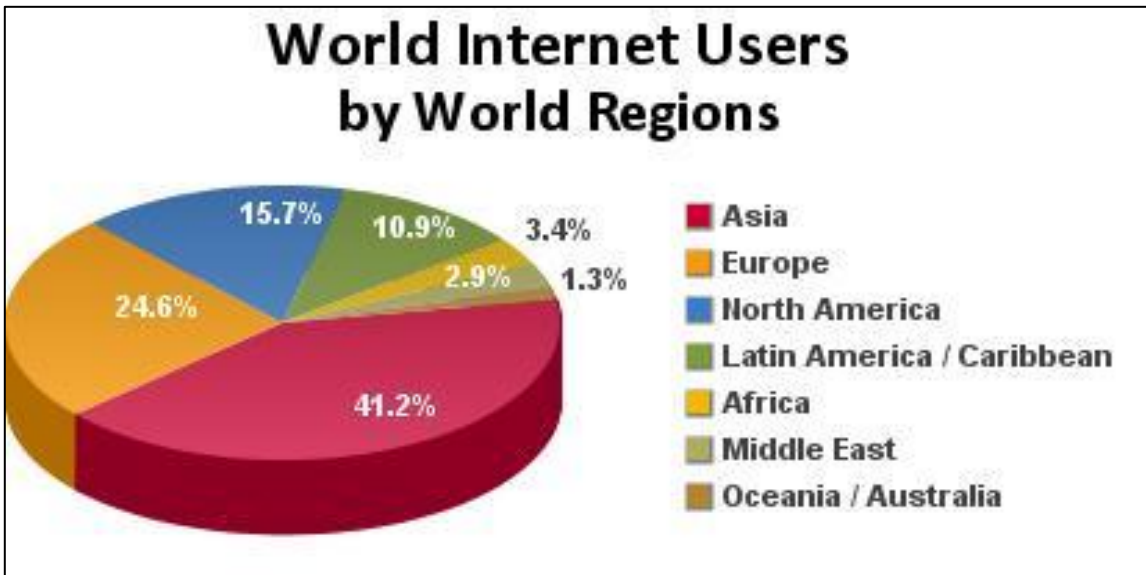
### 2.2.1.2. Languages - online language populations

English is currently the language for communication on the internet. This may be a result of the internet's origins. After English (452 million of Web visitors) the most-requested languages on the World Wide Web are Chinese 321 million, Spanish 129 million, Japanese 94 million, French 73million, Portuguese 73 million, German 65 million, Arabic 41 million, Russian 38 million and South Korean 37million (From Internet World Stats – [www.internetworldstats.com /com/ststs.htm](http://www.internetworldstats.com/ststs.htm), updated March 31, 2009). By continent, 41.2% of the world's internet users are based in Asia, 24.6% in Europe, and 15.7% in North America (From Internet World Stats, updated March 31, 2009).

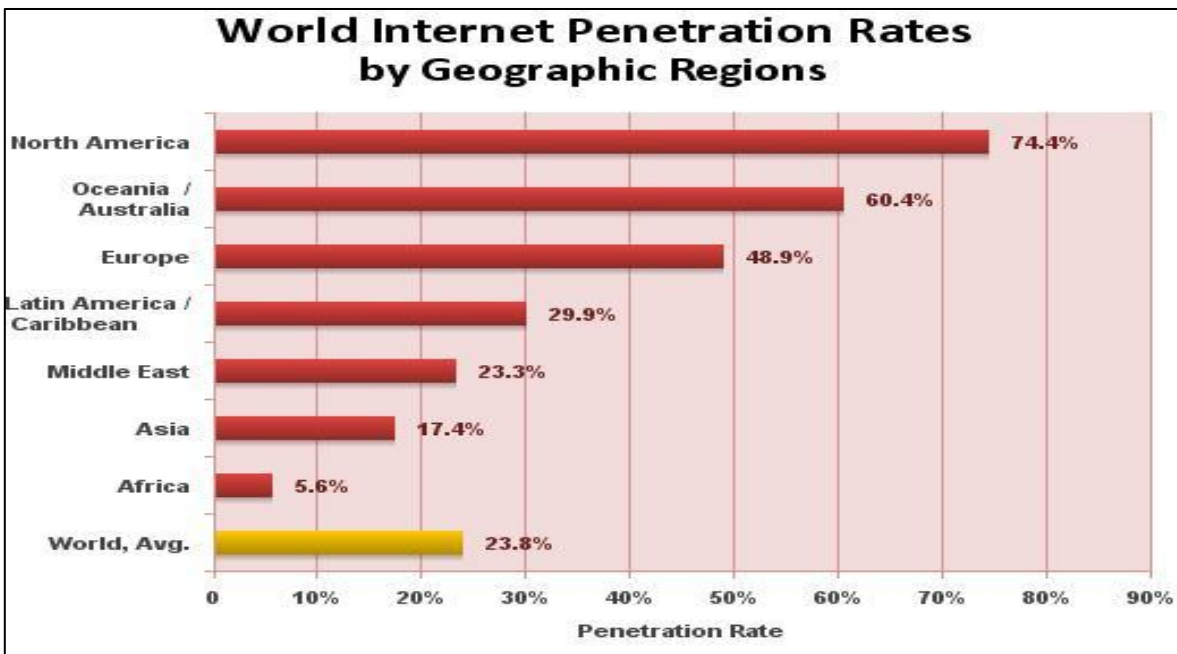
An estimated 23.8% of the world population has access to the Internet with the highest access rates in North America (74.4%), Oceania/Australia (60.4%), and Europe (48.9%), Middle East (26.7%), Asia (17.4%) and Africa (5.6%). In terms of broad-band access countries such as Iceland (26.7%), South Korea (25.4%) and the Netherlands (25.3%) lead the world.



**Figure 2.1. Top 10 Languages in the internet**



*Figure 2.2. World internet users by world regions*



*Figure 2.3. World internet penetration rates by geographic regions*

### 2.2.1.3. Description of the main internet application

The application of internet has been developed and implemented because of the general and specific needs of internet users. In this section, an all-inclusive account of applications will not be provided, but only some of the main kinds of internet application, like Telnet, Electronic Mail (E-Mail), Newsgroups (Usenet), Internet Relay Chat (IRC), File Transfer Protocol (FTP), Internet TV and Radio, Blog, Twitter and the World Wide Web (WWW).

**Table 2.3. Internet application**

Internet Application	Purpose
Telnet	Work on a computer elsewhere on the internet
Electronic Mail (E-Mail)	Exchange electronic messages with other internet users
Newsgroups (Usenet)	Participate in a wide variety of on-line discussion groups
Internet Relay Chat (IRC)	Chat with other internet user
File Transfer Protocol (FTP)	Retrieve file from a computer elsewhere on the internet
Internet TV and Radio	Watching and listening through the internet



Twitter	Free social networking
Blog	Online dairies
World Wide Web (WWW)	Carry out all of the above operations as well as transferring text, images, sound and video to a local computer

- **Telnet**

Telnet (Teletype network) is a client-server protocol. Telnet was one of the first applications to become available on ARPANET (Advanced Research Projects Agency Network) and is still used in some form on the internet today (Slevin 2000: 35).<sup>4</sup>

Telnet was developed in 1969. At that time most users of networked computers were in the computer departments of academic institutions and government facilities (<http://en.wikipedia.org/wiki/TELENT>).

Telnet applications allow a computer to connect into other computer systems like platforms, so that users can log on and operate remote computers. It is possible to connect a computer through the internet to a remote computer located somewhere else in the world, so that any computer becomes a terminal of the remote computer through the Internet (Nothnagel 2006: 40).

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<sup>4</sup>Telnet (teletype network) is a network protocol used on the internet or local area networks to provide an interactive communications facility.

This function of the internet can be used to consult and search remote databases such as the Bulletin Board Systems (BBSs: electronic notice boards) and library catalogues (Slevin 2000: 35).

- **Internet relay chat (IRC)**

Today there are thousands of running Internet Relay Chat (usually called IRC services) networks in the world. IRC was developed late August 1988 to replace a program called MUT (Multi-user talk). This Internet Relay Chat changed much during its life on the internet.

Internet Relay Chat is an interactive real-time chat service that allows two or more people to talk to each other about specific subjects by typing in text. Internet Relay Chat also allows users to engage in individual conversations through a computer network. They can create their own channels to whoever wants to join internet Relay Chat. The channel<sup>5</sup> operators may decide on the channel topic, and limit the number of participants in a channel. All internet Relay Chat (IRC) participants can send and receive their data file to each other through the internet (Slevin 2000: 36).

- **Electronic mail (e-mail)**

Electronic mail (e-mail) is a form of digital message that allows users to send each other messages. Messages can be transmitted between two users or one user and several others through a computer network. The internet is most commonly used for sending and receiving electronic mail. Electronic mail become synonymous with the

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<sup>5</sup> The basic means of communication in an established IRC session is a channel.

internet (Bothma 2000: 2). E-mail is quick, easy and practically free. Today, people use their personal computer more often for e-mail than any other application.

- **File Transfer Protocol (FTP)**

The File Transfer Protocol (FTP) is a network protocol used to transfer data from one computer to another through the internet.

File Transfer Protocol exchanging files across a network, such as over the internet, makes it easy for up-loading and down-loading of files from one computer to another on the internet. For down-loading or up-loading on the internet, a File Transfer Protocol program is needed. It is mostly used as an attachment with the e-mail (Nothnagel 2006: 40).

The File Transfer Protocol is changing the basis for the production, sale, and distribution of anything that can be reduced to a computer file for transmission. This contains documents, publications, software products, music, photography, video, animations, graphics and other arts.

- **Internet TV and Radio**

There are a number of television channels and thousands of radio stations distributing information on the internet. The user of the internet can discuss and watch television programs broadcast through the internet websites (Slevin 2000: 38-39).

- **Newsgroups (Usenet)**

Newsgroups (also known as Usenet<sup>6</sup>) can be described as participating in a worldwide variety of on-line discussion groups system. Newsgroups were established in 1979 as a replacement for a local announcement program, this system was created for Universities and Colleges on-line based community.

It is like a public notice board on the internet. It consists of over 60,000 Newsgroups each dedicated to particular topics. For example, when sending a message to a Newsgroup, everyone in that group who reads that group can see it and can contribute to the discussion publicly by e-mail (Slevin 2000: 35-36).

Today, the Usenet is similar to internet e-mail messages, however, any Usenet user has access to all Newsgroups, unlike internet email messages. The difference with Usenet and internet email messages is that Usenet requires no personal registration.

The major set of worldwide newsgroups is contained within nine hierarchies; alt. \*, comp.\*, humanities.\*, misc. \*, news. \*, rec. \*, sci. \*, soc. \* and talk. \*. However eight hierarchies are used under consensual guidelines but not alt. \*.

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<sup>6</sup> Usenet is one of the oldest computer network communications systems still in widespread use.



**Figure 2.4 Big nine hierarchies of usenet<sup>7</sup>**

- **Blog**

There is no doubt that the Blogs is currently having a very big influence in the world. The term blog was coined by Jorn Barger on 17 December 1997, as a log of the web or weblog (<http://en.wikipedia.org/wiki/BLOG>).

A blog<sup>8</sup> is a type of website. Many blogs provide regular entries with commentary, descriptions of events, graphics, video, online diaries or news on a particular

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<sup>7</sup> Big eight hierarchies of Usenet and examples are following:  
 1. comp.\*: computer-related discussions (*comp. software, comp.sys.amiga*). 2. humanities.\*: [Fine arts](#), [literature](#), and [philosophy](#) (*humanities.classics, humanities.design.misc*). 3. misc.\*: Miscellaneous topics (*misc.education, misc.forsale, misc.kids*). 4. news.\*: Discussions and announcements about news (meaning Usenet, not current events) (*news.groups, news.admin*). 5. rec.\*: Recreation and entertainment (*rec.music, rec.arts.movies*). 6. sci.\*: Science related discussions (*sci.psychology, sci.research*). 7. soc.\*: Social discussions (*soc.college.org, soc.culture.african*). 8. talk.\*: Talk about various controversial topics (*talk.religion, talk.politics, [talk.origins](#)*).

subject. In the cyber space, there are many different types of blog<sup>9</sup>. The difference between blogs is its type of content<sup>10</sup>. The common blog is an ongoing diary.

According to “Pew Internet & American Life Project ([www.pewinternet.org](http://www.pewinternet.org)) the blogger’s main reason for keeping a blog is for creative expression and sharing life experiences.

The primary characteristics of a blog include: (1) Links to related news articles, documents, blog entries within each entry (attribution) (2) Regular, date-stamped entries (timeliness) (3) Archived entries (old content remains accessible) (4) Links to related blogs (blogrolling) (5) Passion (voice).

- **Twitter (Tweet)**

The twitter was created by Jack Dorsey in 2006. It has gained notability and popularity worldwide. This service enables its users to send and read messages known as the SMS of the internet.

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<sup>8</sup> People who maintain a blog are called bloggers. The act of updating a blog (adding an entry) is called blogging and the collective world of blogging is the Blog-o-sphere.

<sup>9</sup> As of December 2007, blog search engine “Technorati” was tracking more than 112,000,000 blogs in cyber space.

<sup>10</sup> Music, photographs, audio, video, art, etc.



<b>Type</b>	Private
<b>Founded</b>	2006
<b>Headquarters</b>	San Francisco, California, USA
<b>Key people</b>	Jack Dorsey, Chairman Evan Williams, CEO Biz Stone, Creative Director
<b>Industry</b>	mobile social network service, micro-blogging
<b>Revenue</b>	▲ \$400,000 Q3 (2009) (projected) <sup>[1]</sup>
<b>Employees</b>	74 <sup>[2]</sup>
<b>Website</b>	<a href="http://twitter.com/">http://twitter.com/</a>

**Figure 2.5. Twitter (<http://twitter.com>)**

According to Wikipedia, the free internet encyclopedia, “the twitter is a free social networking and micro blogging service that allows its users to send and read other user’s updates (otherwise known as tweets), which are text based posts of up to 140 characters in length (<http://en.wikipedia.org/wiki/TWITTER>)”.

It allows bloggers to instantaneously share thoughts and feelings with people, and is much faster than e-mail or writing. Therefore it is very useful for help response from friends, as well as for urgent prayer requests.

- **Facebook**

The Facebook phenomenon having started at Harvard in 2004 as a way for Ivy League students to keep tabs on one another, and then opened its doors to anyone over the age of 12 in 2005. Actually, it started at USA, but its user members were not only USA but also outside the USA. More than 70% of Facebook users are

living outside the USA. If Facebook was a country, it would be the world's third largest country population wise, two-thirds bigger than the USA (Fletcher 2010)<sup>11</sup>.

Facebook is a communication platform like the telephone, but far more interactive and multidimensional. The Facebook ID is the gateway to the digital world (Rice 2009:61).

Facebook impacted on the modern digital world's social networking. According to Rice (2009), its impact can be divided into three categories, having an audience, revelation not reticence, and constant presence. The online life in Facebook has an audience, even though never expected. The internet users can see what happens in each one's online life. This internet system let people reveal their life rather than isolate it. According to Rice digital technology collapses spatial boundaries and social contexts. Facebook can bring all the people together who might not normally be co-present. He believes that what happens online is connection - not community. The online connection can be more life-giving than many of our offline relationships, but they are not the same (Rice 2009: 167).

### ●World Wide Web (WWW)

One of the most innovative and comprehensive devices for the exchange of information through the internet is undoubtedly the World Wide Web (WWW). The World Wide Web was developed in 1988. The World Wide Web is a system of interlinked hypertext documents accessed through the internet. It was the first program not only using the common File Transfer Protocol but also the Hypertext Transfer Protocol and at the time it was the only way to view the Web.

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<sup>11</sup> Dan Fletcher 2010. *How Facebook is redefining privacy*, in internet TIME magazine, Thursday, May. 20,2010.



Many people use the terms internet and the World Wide Web interchangeably, but in fact the two terms are not synonymous. The World Wide Web is an important application of the internet. The World Wide Web is just one of its ways.

The World Wide Web is a way of accessing information through the medium of the internet, along with many other services, including e-mail, file transfer, and others (Strate, Jacobson, & Gibson 2003: 11-12). The World Wide Web can be used both to receive information and to make it available to others on the internet.

The World Wide Web consists of multimedia data which are stored as hypermedia documents that contain links to other pages of information (Bothma 2000: 10; Slevin 2000: 37; Campher 2006: 11; Wertheim 1999: 224). The World Wide Web document also contains graphics, sounds, text, videos and other multimedia, and navigates between them by using hyperlinks.

### **2.2.2. Virtual reality**

As computers took over two words entered the English vocabulary: "cyber space" and "virtual." The first, as we have already noted, was coined by the science fiction author: Gibson (1984). The second carries the prestige and load of a philosophical tradition dating back to the Middle Ages (Ryan 1999: 78).

Virtual reality means it is not true, but a simulation that gives the effect and essence of reality, that creates a sense of presence when playing over a computer network (Strate, Jacobson, & Gibson 2003: 10). The aim of virtual reality is to create an atmosphere where the experiences are the same as in the real world.

The virtual reality is generated through the computer's interaction with its user. Virtual reality developed rapidly in the 1990s, with an increasing amount of research

and commercial projects. The most prominent virtual reality applications are flight simulators in the military, game varieties, architects model houses, accident simulation, rehearsal of a surgical operation on a virtual patient, learning to drive and how to handle emergency situations (Ryan 1999: 42). However, virtual reality technologies are not as advanced in development as the Internet (Dodge, & Kitchin 2001: 12).

Today this virtual world is quickly becoming very real in many of its manifestations.

### **2.2.3. Telecommunications**

Telecommunication is a compound word with the Greek prefix *tele-*, meaning 'far off', and the Latin *communicare*, meaning 'to share' (Wikipedia).

Telecommunication stores large amounts of data, and transmits signals over a distance for the purpose of communication. Telecommunications is growing with the development of television, radio and telephone in many parts of the world.

There are many networks that connect these devices, including computer networks, telephone networks, radio networks and television networks. Computer networks for communication across the internet is one of the major examples of telecommunication (Strate, Jacobson, & Gibson 2003: 5-6).

Each telecommunication system consists of three basic elements: transmitter, transmission medium, receiver. For example, a television broadcast: the broadcast tower is the transmitter, the television set the receiver, and free space the transmission medium.

## **2.3. The influence of cyber space**

The cyber space (internet) has become ubiquitous to our life and it has brought a globe in a single room. It is a service available on the computer through the fingertips of anyone who has access to the internet. Therefore the internet is in fact an interconnection of millions of people all over the world and it became famous to people of all ages, mostly to the younger generation.

Today the internet is one of the most powerful tools throughout the world. However, the internet has its own advantages as well as disadvantages. Some of its advantages and disadvantages are discussed below.

### **2.3.1. Its negative aspects**

- **Un-safe personal information**

By using the internet personal information such as name, address, and credit card number, is not safe. While we surf the internet, read e-mail, download soft-ware, even watch the still or video images, a Trojan, known as a hidden virus program, can be sent to your computer without your knowledge. Through the Trojan virus, the sender will steal and transfer all the information you save. Internet users must protect their computer by using firewalls or anti-virus programs.

- **Virus threat**

A virus is a program which destroys computer systems. The internet user spread computer viruses through internet and e-mail. Especially when using the internet a

virus can attack and infect the computer with a virus that makes the computer's speed slowing down, destroy data and wipe out the whole hard drive.

- **Wasting time**

The internet user can use the internet too much, and it can replace the real world. It up to the family to discourage too much use of the internet. The internet user can also misuse the internet for unwanted things like pornography, using study time to game and gamble. These are some of the negative aspects of using the internet. Internet users can abuse the internet to chat with people. Especially young boys and girls waste precious time chatting on internet instead of working or studying, and users surf the internet needlessly. A lot of time is wasted collecting information on the internet.

- **Isolated**

One of the serious disadvantages of using the internet is that it leaves the user isolated and lonely, because internet users have little or few personal relationship with other users in real life. Because of internet many people work from home and it becomes very isolated, losing contact with other people they would meet in real life.

The internet can be highly addictive. It can cause interference in one's study, work and real life. Sometimes too much time spent on the internet leads to a lack of sleep and lack of exercise. It becomes a physical disease like melancholia, anthropobia.

- **Confusion between reality and virtual reality**

As the number of people with the opportunity to use the internet through cyber space increases, they may feel as if all things are possible in cyber space.

People switch on their computers as soon as they come home, even if there is no need for it, because they feel the need to stay in contact with cyber space 24 hours a day. Therefore they become confused between reality and virtual reality.

Internet users try to control life like they control a game, so they begin to think that a real crime is not real crime. They think that they can start a new life, as in a Cyber space game. Cyber space confuses people between reality and virtual reality. It is one of the negative aspects of cyber space.

- **Cyber space, internet, draws people away from their families and communities**

The internet users are addicted to the cyber space. Although there are some endeavours to prevent people from internet addiction, the numbers of addicts are increase.

People are neglecting responsibilities like spending time with the family, socializing, work and health concerns, by spending most time of the day in the cyber space, on the internet. They often think of cyber space even when they are not online. The images remain imprinted on the user's mind, almost forever. Their sleep patterns change according to their computer use.

People draw away from their families and from communities. Especially, younger children are easily addicted to cyber space; internet without knowing. The major

source of internet addiction is online games. Many children don't know whether they are addicted or not by internet games. Internet addiction often damages their life because they use it too often or too long, even at night. Therefore, the young generation needs to be guided by adults.

- **Influence of pornography**

In olden times people had to obtain pornography through a retail outlet or mail order company. Now, anytime and anywhere, the internet user can obtain the still and video images with mouse clicks, which in the end prove to be unsatisfying to them. Nowadays there are thousands of pornographic sites on the internet that can be easily found. Cyber pornography is a major evil element in the cyber space. Today many people believe that the cyber space is a resource of pornography and they provide pornography to the world. This is a very serious issue when it comes to children.

The cyber space has provided an environment for people to meet online to engage in "cyber sex." Before the development of internet equipment like "Web Camera", the internet users were meeting in an online private room on a commercial service, where they had cyber sex through only typing descriptions of physical actions. However, today the users are having cyber sex not only through typing descriptions of physical actions, but also by watching the partner's physical body.

Pornography on cyber space has become a big business. Internet users spend lots of money on using this pornography. The cyber space has provided violent sex and child pornography. It influences people's lives. These are problems not only for adults but also for young generation. They can easily get to adult sites with mouse clicks. The internet can be a dangerous place for our young generation.

However, it doesn't mean that the internet should no longer be used. It's hard to imagine life without the internet. What should be done is to be more careful every time we use the internet.

### **2.3.2. Its positive aspects**

The internet, as an element of cyber space, reaches more than 1 billion people, across many nations. The internet allows people from all over the world to meet, and to build friendships. In other words, with a computer you can travel around the world to see places you will never see in real life and you save money with chat and e-mail, rather than using long distance phone calls and postage stamps. There are many positive aspects to the internet world.

Mass audiences can be reached and communities built up, or communication can be secure in one-to-one contact<sup>12</sup>. No airfares are needed, no visas required, it is cost effective<sup>13</sup>, works even when you are asleep, gives access to "closed" countries like North Korea, with less health problems, and with personal safety. It provides educational games and programs, research information for school projects and business, the opportunity to communicate with people from around the world, the opportunity to share resources and ideas with people that have the same interests, and shopping around the world without leaving your computer. The user can save money and time.

The internet can also archive communication. At any time of day the internet provides archived communication. This is unlike radio, TV programs, magazines

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<sup>12</sup> One-to-one communication such as chat, e-mail and instant messaging.

<sup>13</sup> The internet provides much software which is often "Open Source" and free to use. Most services are free or low-cost services with a web-hosting service you do not have to manage our own servers as well.

and newspapers. Radio, TV programs, magazines and newspapers are also available on the internet any time, day and night.

While the radio of TV station needs government licensing like a newspaper the cyber space does not need government licensing. It is the form of mass communication in the world.

Two main features of cyber space (internet) and computer networks around the world will be considered, namely communication and information. These are the internet's biggest positive and distinctive aspects.

- **Communication**

The internet is a communication tool that enables effective, cheap, fast and extremely easy communication between two users, or between one-to-many users through a computer network (Nothnagel 2006: 41).

Communication can happen through e-mail, instant messaging, or file sharing. If your family members are living away from home you can communicate with them through the internet wherever they are in the world.

The internet can also connect with other communication devices such as car navigation, SMS (online free SMS services) and fax (online fax sending and receiving), even telephone calls are available through the internet.



- **Information**

Information is probably the biggest positive aspect of the using internet. A lot of information of different types and form is stored on the web server of the internet. Information on the internet is available 24 hours a day and free of cost.

The internet is a tool to gather information needed, and to share information through a computer network (Nothnagel 2006: 41). Computers linked with the internet can get free information on any topic you specify and can exchange information. Search engines like Google, Yahoo is at your service for information on the internet. The internet is an important and the fastest medium of information.

Information concerned with every department can be obtained from the internet. For example, students and teachers having contact with the internet can get information of any kind that users are looking for by using search engines like msn, google, yahoo, daum, etc, and teachers have started giving assignments that require research on the internet, and doctors can exchange the latest information about medical problems. Numerous web sites available on the net have medical information for people to research diseases.

The internet also has an ability to explain complex concepts by just typing the word or sentence that is not understood. This information is readily available on the internet.

#### **2.4. A Christian evaluation of the use of the cyber space**

In the beginning God created the heavens and the earth (Gen. 1:1), and humans who were created in God's image. God blessed the humans and said to them "Be fruitful and increase in number; fill the earth and subdue it." And the Lord God took

the man and put him on the earth to work it and take care of it (Genesis 1:27- 2:17). We must therefore subdue this world according to God's will. It is our responsibility to take care of this world. This responsibility should also be applied to the cyber space. The cyber space is also under God's rule. Therefore we must control the cyber world according to God's will.

Today cyber space is becoming an alternative way of life, which must be controlled and managed. However, it is not easy to control and manage. It has both advantages and disadvantages. If used wrongly, it can become a place that causes bad effects, and if used according to God's will, can become a new place to convey God's word to the people. Therefore we have to proclaim the good news of Jesus through cyber space, and practice the love of Jesus. We must trust that Jesus is working in this world where we live, including the cyber space. We must serve in cyber space with the ability provided by the Holy Spirit. It is our responsibility today.

In the next paragraphs the advantages and disadvantages of cyber space for Christians will be examined.

#### **2.4.1. Its negative aspects**

- **The breakdown of the Christian community**

The church is a community. In the Bible Jesus said, "For where two or three come together in my name, there am I with them (Matthew 18:20)." The community is the basis of church organization. The Bible says, "Let us not give up meeting together, as some are in the habit of doing, but let us encourage one another - and all the more as you see the Day approaching" (Hebrews 10: 24-25).

However, the basis of church organization is beginning to breakdown through the influence of cyber space. A meeting in cyber space is not person to person contact, but contact through an electronic machine like a computer, and the Internet. The community spirit is breaking down. The generation of cyber space users are meeting in cyber space, like in the internet chat room. Even Christians enjoy the cyber community. This breakdown of Christian community is one of the negative aspects of the use of the cyber space.

- **Facebook killed the church.**

This millennium's generation is less interested in church attendance because the social affiliation aspects of the church have been dramatically replaced by mobile social computing. A key aspect of the church in the past generation, social connection, has been effectively replaced. However, the new generation is not radically against the church.

The members of this millennial generation, ages 18 to 29, are close to their parents. They are all Facebook friends. They are bound together by common interests more than the previous generation. They listen to the same music, and they have a open conversation with their parents through the cyber space, internet.

Today the younger generation sleeps with their cell phones. They are used to build community by the new technology. Most of the younger generation think that the new cyber technology, such as Facebook and Tweeter, can unite people rather than isolate them.

But the disadvantage is that most of their communication is pretty light. When people use Facebook they post something in public, where anyone can read it. Even non-Facebook member could read their post with such detail as status

updates, lists of friends and interests and their profile pages. The real disadvantage is that people can misuse your data; it may be used in other places on the web. There are almost no limits to sharing, and many companies can benefit from it. It can be a serious problem.

People have a lot of friends on Facebook. However, they are not real friends. According to Rice<sup>14</sup> friendships used to come and go, and you controlled how people knew about your private life. Now, you can meet strangers you never met before in cyber social network Facebook, and if they have a matter of common interest, they easily become friend with just a click. Finally, they can see our personal detail. These cyber friends are totally different from real friends. The vast majority of the people on a friend list on Facebook are strangers, acquaintances, or old school friends you haven't seen in years. The user must carefully use the cyber social network site.

#### **2.4.2. Its positive aspects**

- **The cyber space as a new missionary work field**

A positive aspect of cyber space is that the missionary working area becomes wider. We are today living in the period of the cyber space. With cyber space the borders of nations that oppress the Christian religion can be crossed. The cyber space becomes a new missionary work field.

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<sup>14</sup> Jesse Rice is has been a youth worker and worship leader, and now appropriately enough, live in Palo Alto in Silicon Valley which is home to Facebook ([www.Jesserice.com](http://www.Jesserice.com)).

In general missionary work, learning the local culture is one of most important aspects.

In cyber space, communication with many people at the same time is possible. Therefore the missionary can convey the gospel to many people simultaneously. Therefore, mission through the cyber space requires a paradigm shift, in which the mission approach has to be adapted.

- **Cyber space for effective church ministry**

Daily life, as well as Christian life, is increasingly influenced by the cyber space. Many churches are already using the cyber space for church ministry. Churches have created their own home-pages in cyber space through the internet, and created imaginary churches, called the cyber church, which will be examined in more detail in chapter four.

The cyber space can lead more people to meet and guide their lives to Christ Jesus. Through meetings, Bible studies, and cyber broadcasting, Christians can contact one another through cyber space every day.

- **Social networking**

The Facebook has a huge advantage over any other web site<sup>15</sup>: the emotional investment of its users. Facebook is a social networking site that better reflects friendships than any other social networking, not only your Christian clique but also

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<sup>15</sup> Microsoft made computers easy for everyone to use. Google helps you search for data. YouTube keeps you entertained. But Facebook has a huge advantage over those other sites (Fletcher 2010).

your non-Christian clique, and it is possible to build a community of people. Through Facebook you can easily find what their affiliations are, and other people can easily find what you affiliations are. Therefore, you could see what all your friends are up to. It is not just a one-way conversation.

Many churches are using Facebook to announce events and generate connections with members who are not regular attenders. Many Christians are willing to connect over Facebook even if they are not connecting at church. Therefore, the pastors can jump to other people's Facebook through connected member's Facebook. This is a good opportunity for pastoral care. Moreover, Facebook helps pastors to see needs quicker and provide an immediate care response.

Through its digital platform persons you are looking for can be found to communicate with them. This is quite simple. By typing in anyone's name this digital system will find the person with Facebook's Open Graph even more benefits are obtainable from this site. It lets as many other web-sites as possible for Facebook place a Facebook Like button next to pieces of content. For example, if you like *Faith like Potato*, you click the Like button for that movie on IMDB, and the film will automatically be in the Movies field your on Facebook profile. Through this system you can automatically share what you want to share with others. Your friends can get a status update about your interesting, or they can see it on your Facebook profile (Fletcher 2010).

Facebook is not replacing real world relationality or pastoral care. But it tends to reflect the social world. Facebook is important, with big implications for those who live online and depend on social networking. The statistics of its usage are extraordinary.

- **The cyber space as information warehouse**

The cyber space gives access to information, not only general information, but biblical and theological information as well. By typing a word or phrase on the Internet the desired verse or chapter of the Bible can easily be found, with explanations of difficult verses or words in the Bible.

Cyber space can help a pastor to prepare his Sunday sermons, with information about the verses or chapters that he is preparing from, and about sermons already made on these texts. In this way, cyber space is giving lots of information on Christian life.

Through the internet anything is available, not only information but also relationships, communication with people around the world, and personal contacts. These ability are available in cyber space for the church's ministry. Therefore, the church has to develop this advantage of cyber web site (Joubert 2010:10).

## **2.5. Conclusion**

The use of the cyber space (internet) is expanding worldwide, and the number of cyber space (internet) users is growing rapidly. In the 21st century normal life has to come to grips with understanding the cyber space culture as it has become a part of life.

The descriptions above have shown reveals that cyber space is a powerful influence on the global life system of the world. There are many positive and negative aspects to the cyber space, however, there are good opportunities for sharing the good news with other people in the world.

In the following chapters what mission is and what cyber mission is will be examined further to propose a fresh perspective on what the cyber mission has to offer in terms of the theology and practice of missions.