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IT 660 Technology in Ministry Practicum

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Course Syllabus: IT660
Spring 2003

Prerequisites

IT501 must already have been taken.

Scope

This class is designed to give students firsthand experience with the implementation and use of media/technology in worship. Students will be given the opportunity to be a member of the worship team for the Asbury Theological Seminary Chapel or with a local church.

Student Outcomes

- ❖ Since this course is built on IT501, the students who complete the course with basic competency will be able to:
- ❖ Apply the design principles learned in IT501 to the creation of announcements, congregational singing, scripture, and message outline, using PowerPoint or similar presentation software programs.
- ❖ Integrate technology into a worship service using visual support for announcements, scripture, choruses, sermon outline, sermon illustrations, special music, and drama.
- ❖ Identify, locate, and/or produce visual materials to support a message.
- ❖ Identify, locate, and/or produce visual support for special music.
- ❖ Students will use computer programs to create announcements, scripture, choruses, and sermon outline.
- ❖ Using the video editing devices or the video studio, students will create sermon and special music support.
- ❖ This course emphasizes the concept of teamwork in ministry. This is not to be confused with ministry teams, such as, ministers of music, youth ministers, etc. This is a design team, which will include Information Technology staff, IT660 students, the Dean of the Chapel, the speaker, musicians, worship leader, and dramatic participants. Depending upon the needs of the service, this may not always include each of these people. Our goal is to ultimately provide a seamless, technologically enhanced worship service.
- ❖ The team of students will produce materials to be used in Estes Chapel for sermon support, music, and announcements.
- ❖ Students will run the technology in the chapel: including computer, audio, and video.

- ❖ A separate option would be for the student to be a member of a team in a church that is using technology.
- ❖ The students will learn concepts dealing with team dynamics, including both positive and negative aspects of teamwork, team management, and team building.

Assignments

Required Texts

Heinich, R., Molenda, M., Russell, J. D., Smaldino, S. E., (1996) **Instructional media and technologies for learning**. Prentice-Hall, New Jersey. (383 pages)
(Check out from either library or Help Desk.)

Technologies for Worship Magazine – Subscribe online at
<http://www.tfwm.com>

White, S. (1994) **Christian worship and technological change**. Abingdon Press, Nashville. (167 pages)

Suggested Readings

Benedict, Daniel; Miller, Crag, (1989) **Contemporary worship for the 21st century: Worship or evangelism?** Discipleship Resources, Nashville TN.

Cornwall, J. **Exploring worship**. Oasis Press.

Dawn, M. **Reaching out without dumbing down**. Eerdmans

De Buglio, J. (1998) **Why are church sound systems and church acoustics so confusing, version 2.3**. JdB Sound, Acoustic Lab., Canada

Eiche, J. F. (1991) **Guide to sound systems for worship**. Hal Leonard Publishing Corporation

Kraeuter, T. **Keys to becoming an effective worship leader**.

Saliers, D. E. **Worship come to its senses**. Abingdon Press

Sample, T. **The spectacle of worship in a wired world**. Abingdon

Siewert, A. **Worship team handbook**. Intervarsity Press

Sorge, Bob. (1987) **Exploring worship: A practical guide to praise and worship**., Bob Sorge 236 Gorham St. Canandaigua NY

Wilson, L. (1999) **The Wired church: Making media ministry**. Abingdon Press

Student Requirements

- ❖ Take an active part in the preparation of the services. Depending on the size of the class and the placement of individuals into local churches, it could be that the class will be divided into two groups. Students are expected to put in 10 – 12 hours of preparation time prior to each service, which includes a practice session for each service. Active participation – 30% of grade.
- ❖ There will be a meeting for processing, feedback, and evaluation of each service participated in. Class attendance – 10% of grade.
- ❖ Each student will submit a paper by the end of the semester. Paper – 30% of grade.
 - This will be done as a joint personal plan for each student designed by the student and the instructor.
 - **Option:** create three to five music videos using FinalCut Pro or PowerPoint.
- ❖ Students will write an eight to ten page paper addressing a Theology of Technology. Paper – 25% of grade.

Grading Criteria

- ❖ Grades will be earned according to fulfillment of required elements. All papers are to be typewritten, double-spaced, and well documented.
- ❖ The reading assignments will be kept to a minimum. The reason for this is that the nature of this course has an emphasis on hands-on experience. Students will more than compensate for this with projects.

Suggested Course Topics

(To be covered in class sessions)

Introduction

Meet the other team members

PowerPoint and Design Principles

Evaluation methods

Review of worship services

Teamwork:

 Difficulties of Teamwork

 Effective Teamwork

Video Editing – Final Cut Pro

Audio Engineering

Adobe Photoshop

Adobe After-Effects

Projection Technologies

A Theology of Technology

Presentation Software Options