



Theology Remixed: Christianity as Story, Game, Language, Culture

Adam C. English

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Jesus didn't give his followers a fixed set of statements defining everything they needed to know about the kingdom of God in a neat package. Rather he told stories, made comparisons, drew contrasts. He talked of a mustard seed, of yeast and of a hidden treasure to communicate some of the most important truths of the faith. Jesus didn't fall back on parables because he lacked the right words. Parables were the exact way Jesus intended to communicate. What pictures or analogies today can give us greater understanding of the Christian faith? Adam English finds fresh insight in four: Christianity as story, game, language, culture. Christianity is like a story with scenery, characters and plots. It's like a language with vocabulary, grammar and conversation. It's like a game with rules and players, goals and equipment. It's like a culture with a distinct way of living, working, playing and loving. No one analogy is complete, but all offer new windows of appreciation for the faith. English gives us a fresh representation of Christian theology that is neither modern nor postmodern, but in dialogue with both in order to articulate what we believe. Here is a book for those who want to grasp Christianity more fully and authentically in a way that illuminates our contemporary cultural context and enables us to make a compelling response.

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