A black iPod is shown at an angle, with a white text overlay. The text reads "Wreck-creation or Re-creation?" in a large, bold, sans-serif font. Below this, in a smaller font, is "Western Youth Conference" and "2010". The iPod's screen is visible at the top, and the click wheel with its navigation buttons is in the center.

**Wreck-creation  
or Re-creation?**

Western Youth Conference

2010





**Devin Moore, 18 years old**







## Three dead, four hour chase in cop car

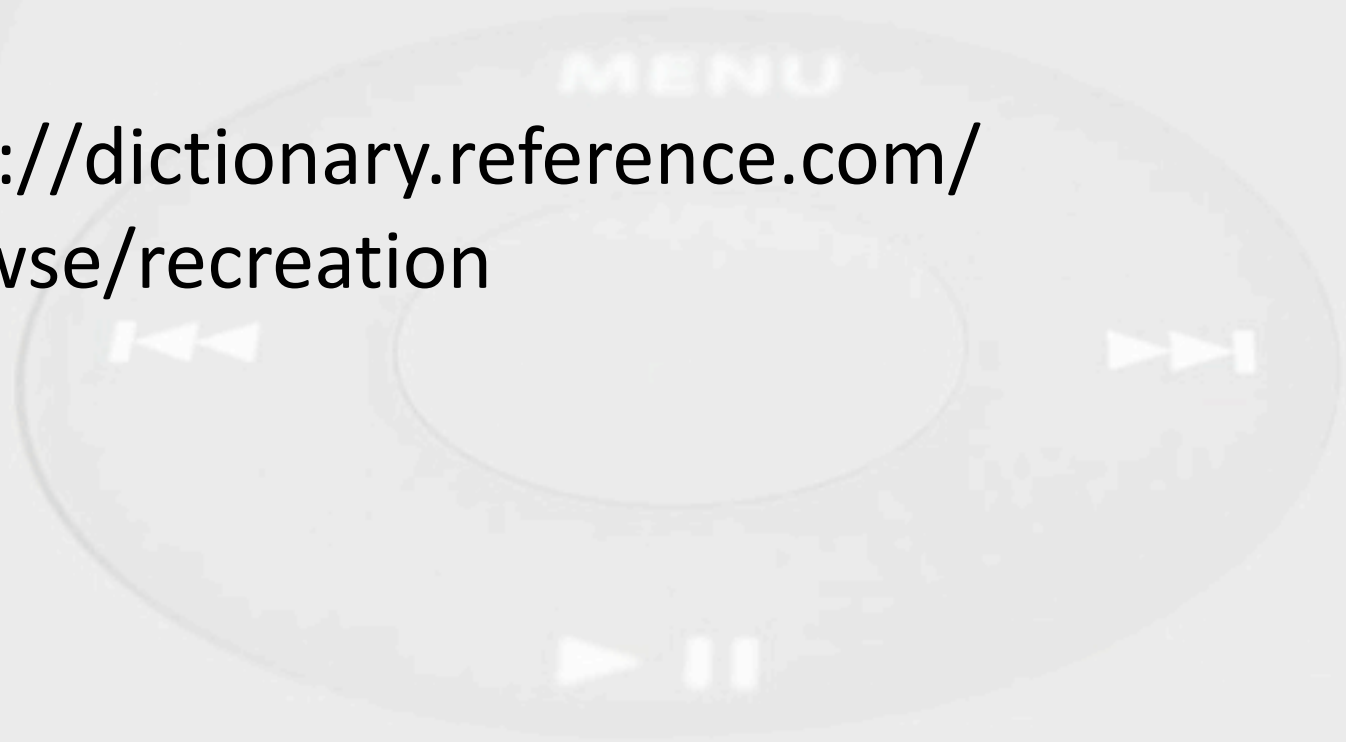




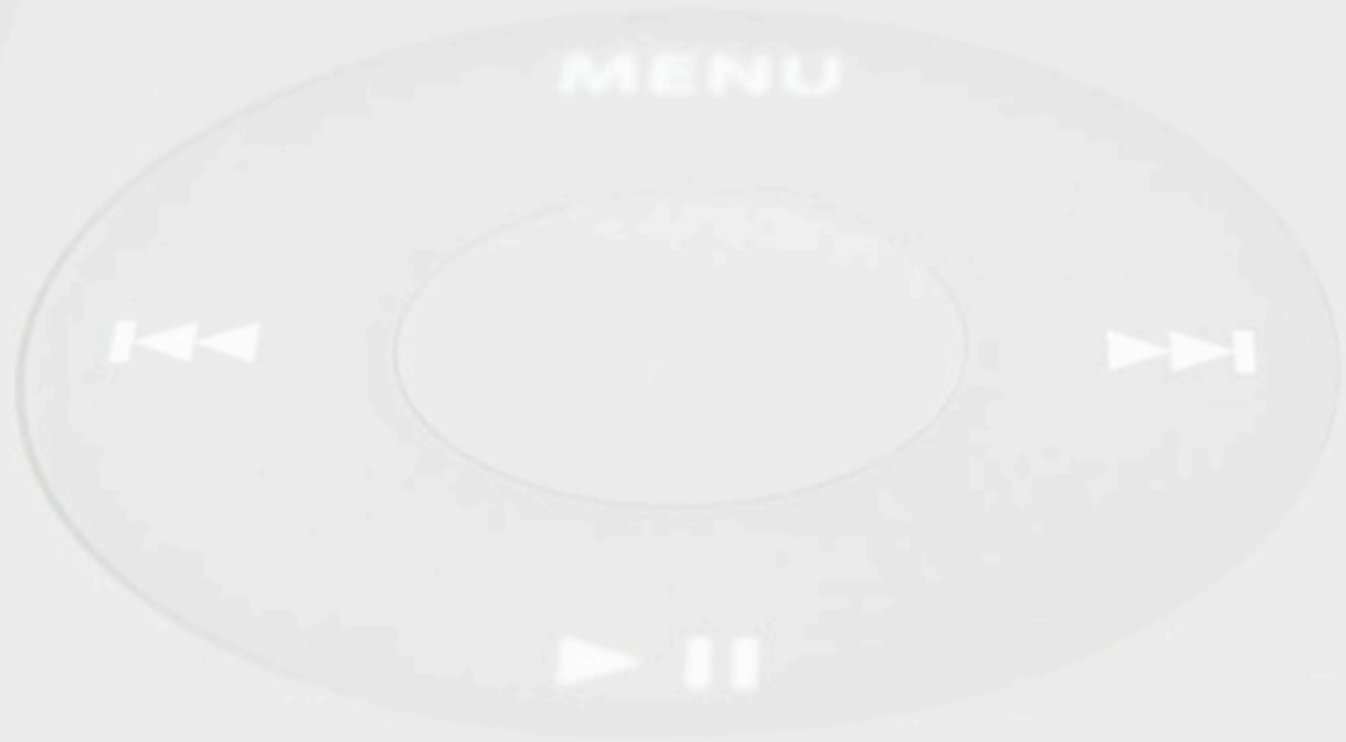
# re·creation

1. the act of creating anew.
2. something created anew.

[http://dictionary.reference.com/  
browse/recreation](http://dictionary.reference.com/browse/recreation)

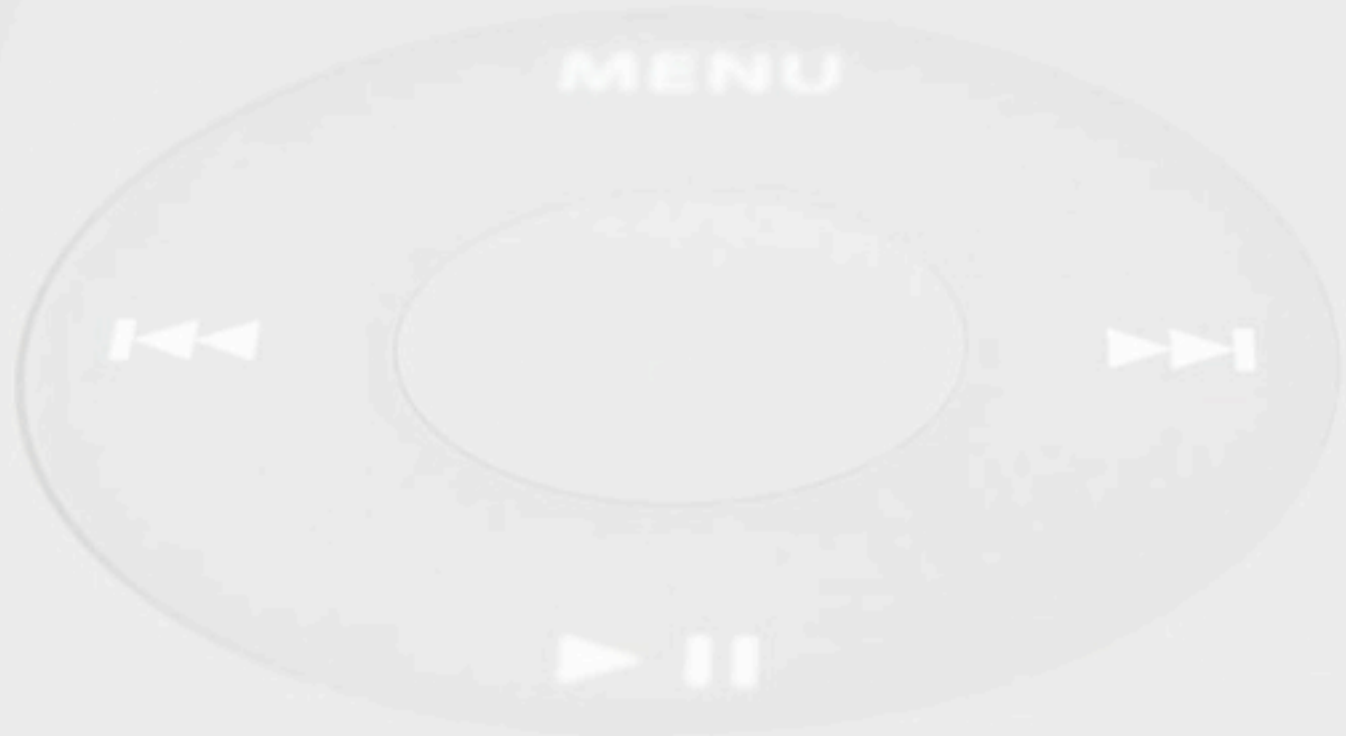


# Sabbath: Feast of Creation



# Sabbath: Feast of Creation

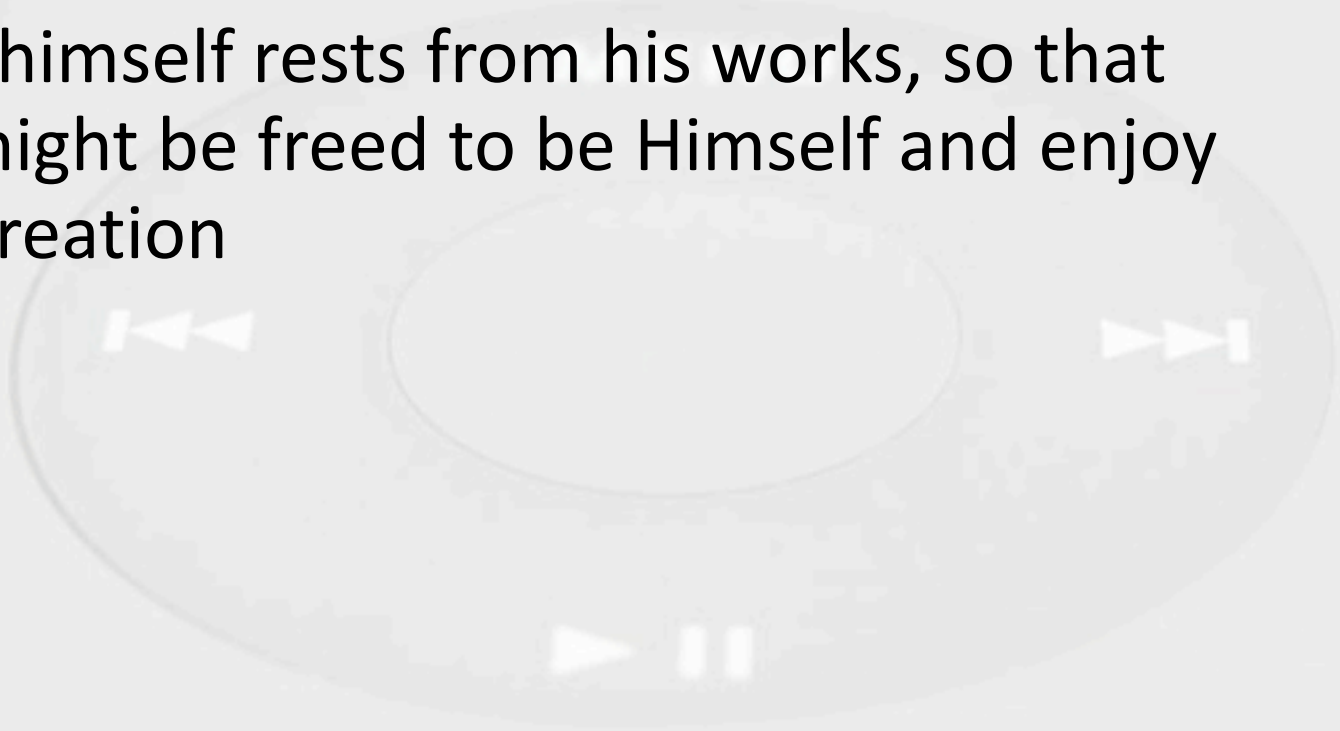
- The whole work of creation was performed for the *sake of the Sabbath* (Jurgen Moltmann)







# Sabbath: Feast of Creation

- The whole work of creation was performed for the *sake of the Sabbath* (Jurgen Moltmann)
  - God himself rests from his works, so that He might be freed to be Himself and enjoy His creation
- 



# Sabbath: Feast of Creation

- The whole work of creation was performed for the *sake of the Sabbath* (Jurgen Moltmann)
- God himself rests from his works, so that He might be freed to be Himself and enjoy His creation
- “His works express God’s will, but the Sabbath manifests His being... It is the revelation of God’s self.” (Moltmann, *God in Creation*, p. 280)

# A Biblical View

- 2 Corinthians 3:18

By beholding we are changed.

As we spend time looking at God and His Word, we are changed into his image

But as we spend time looking at Hollywood, and listening to secular artists, and playing violent games, we become more like the objects we look at.





# What's Your View?

“Whatsoever things are true, whatsoever things are honest, whatsoever things are just, whatsoever things are pure, whatsoever things are lovely, whatsoever things are of good report; if there be any virtue, and if there be any praise, think on these things.” *Philippians 4:8*

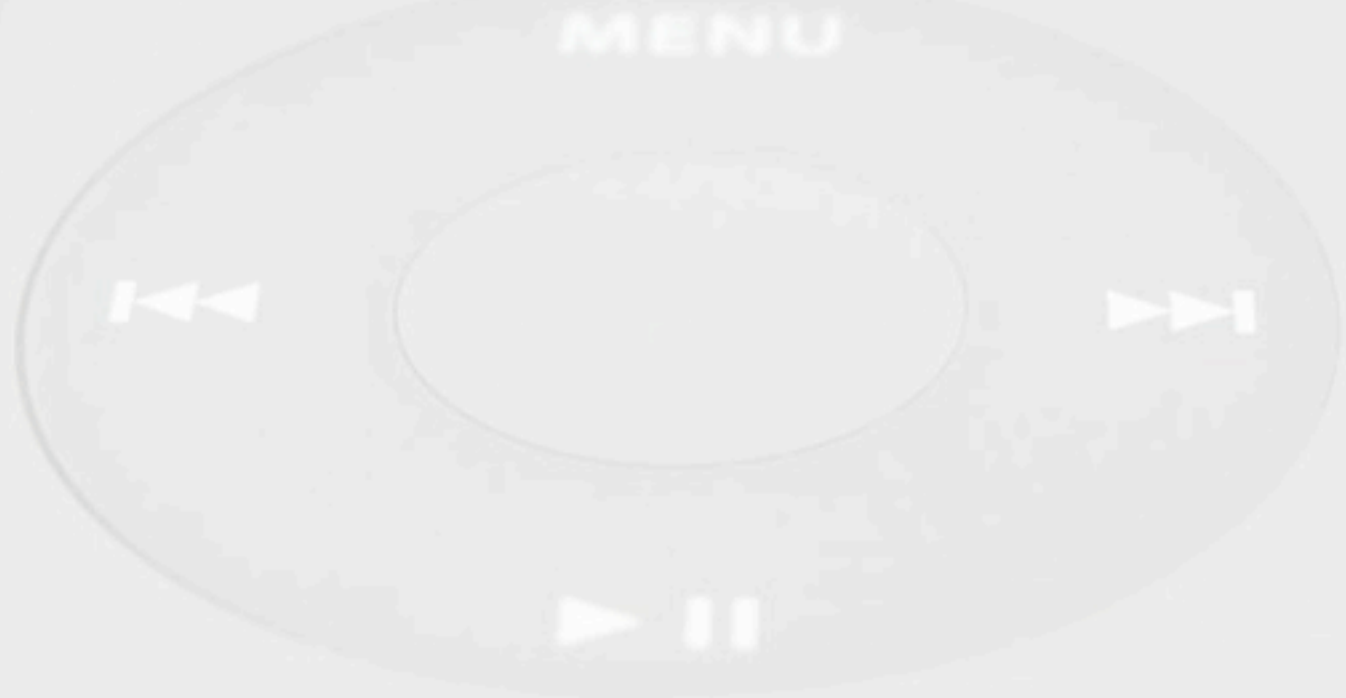
# Let's apply the test!

- Do the games/music/movies that you have glorify God or sin?
- Are they “true” or “fiction”?
- Are they “honest” or “dishonest”?
- Do they promote justice or injustice?
- Are they “pure” or “impure?”
- Are they lovely/beautiful or shameful?
- Do they lead to a good report or an evil one?



# But won't life be boring?

- “But if I give up all my music and movies, does God just want me to live like a hermit? Won't life be boring?”



# The Entertainment Trap



# Is it a sin to watch sin?

- Psalm 101:3

Enjoying watching, listening to or even contemplating sin weakens our hatred for it, and our love for Jesus.

- Romans 1:32





# Is Temptation Sin?

- Hebrews 4:15
- Matthew 5:28
- James 1:13

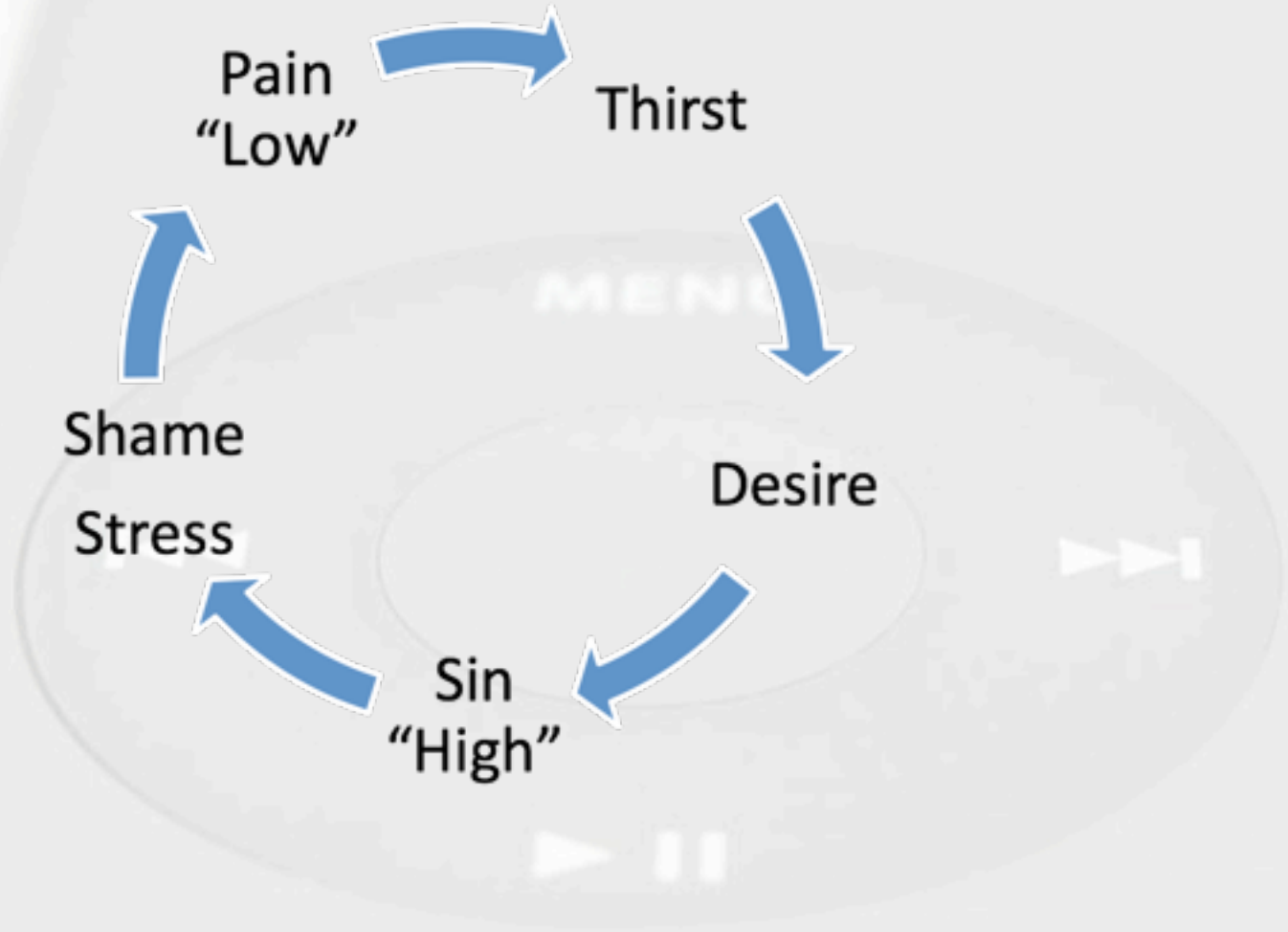
“You cannot prevent birds from flying overhead, but you can prevent them from building a nest in your hair!”

# Jeremiah 2:13

- “Forsaken Me, the fountain of living waters and hewn out for themselves broken cisterns.”



# “Broken Cisterns”



# What's Driving You?



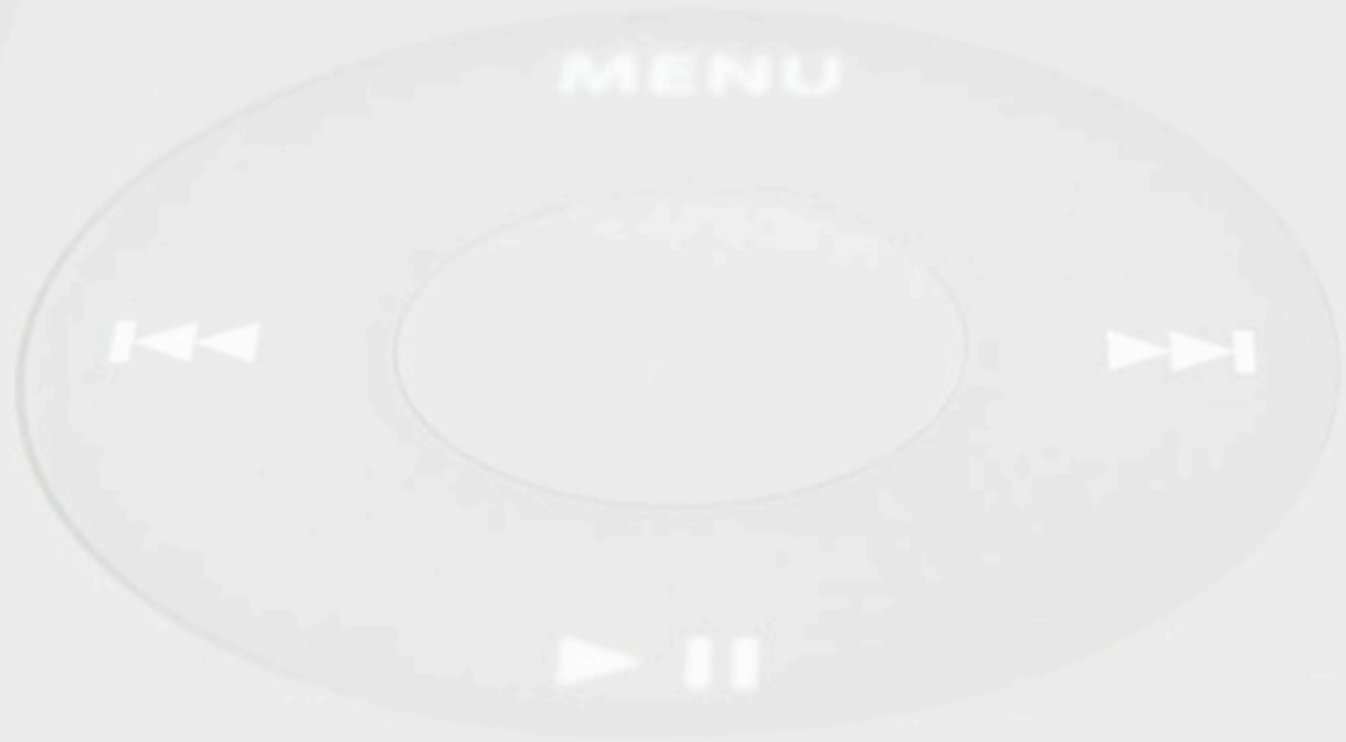
**“The person who manages to deny his pain behind a façade of togetherness is dangerously vulnerable to developing compulsively sinful habits because he’s not dealing a deathblow to the wrong strategies that block his enjoyment of the Lord. The unrecognized and largely unfelt ache in his soul still demands relief. He’s ripe for being hooked when he stumbles onto something that provides a flash of excitement**



**and a sense of fulfillment. The momentary relief of that core ache more closely resembles the experience of joyful living than anything he's known. It brings him closer than all his efforts to be obedient ever have.”**  
***Inside Out*, pp. 101, 102**



**Why are we tempted?**





## Why are we tempted?

**James 1:13:** “When tempted, no one should say, ‘God is tempting me.’ For God cannot be tempted by evil, nor does he tempt anyone; but each one is tempted when, **by his own evil desire**, he is dragged away and enticed.”



# What if I'm not sure if I'm convicted?



- James 4:17 – “To him that knoweth to do good, and doeth it not, to him it is sin.”
- Many people *know* they shouldn't do something, but they don't *feel* guilty doing it. They mistakenly say, “I'm not convicted about that.” Because their feelings lie to them, they think they don't have to obey God. But the Bible says that if we *know* something, whether or not we *feel* guilty for disobeying, we *are*. (See also Isaiah 1:18, 55:8, 9.)

# The Spirit's Voice



- Our hearts' prayer will be, "Search me, O God, and know my heart: try me and know my thoughts: and see if there be any wicked way in me, and lead me in the way everlasting" (Psalm 139:23, 24). We won't build convictions on just what other people think is okay. As we surrender to God, search the Scriptures and ask Him to guide us, He will.



- Susanna Wesley, the mother of the famous evangelists John and Charles Wesley, wrote a letter to John Wesley in which she warned him about sin. “... Whatever increases the strength and authority of your body over your mind, that thing is sin to you, however innocent it may be in itself.”

# Psalm 16:11

- God gives us pleasures forever!



# What should you do?

- Ephesians 4:22-24
- Put off: the old man
- Put on: the new man





# The Power of Video Games

- They're addictive
- People who are into video games also:
  - Shower less
  - Exercise less
  - Sleep less
  - Think less (about real issues)
  - Interact with “real” people less

# Video Games

- The amount of time spent playing video games has a negative correlation with academic performance and a positive correlation with antisocial and even violent behavior.





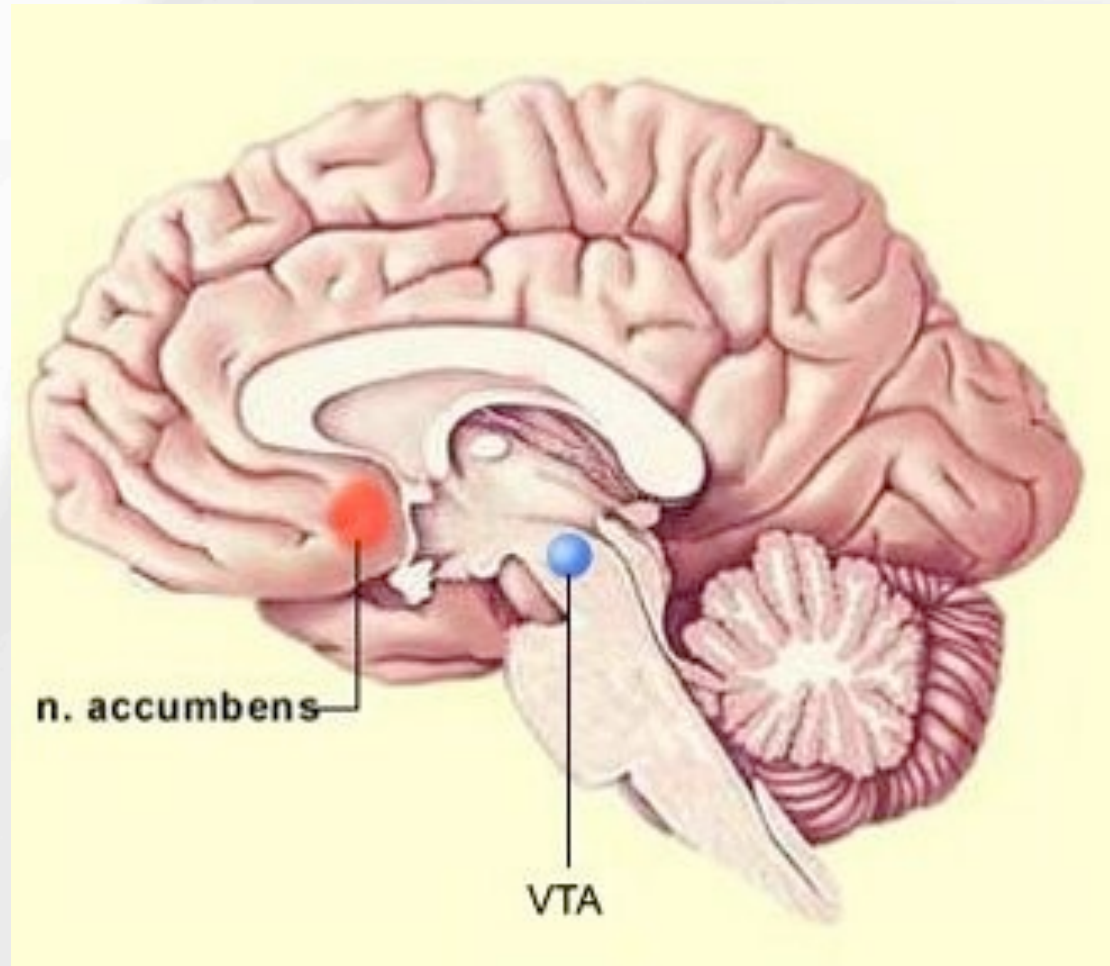
# The effects of violent gaming

- Increased physiological arousal
- Increased aggressive thoughts
- Increased aggressive feelings
- Increased aggressive behaviors
- Decreased prosocial helping

Comments on research by Dr. Douglas Gentile, professor of psychology at Iowa State University.

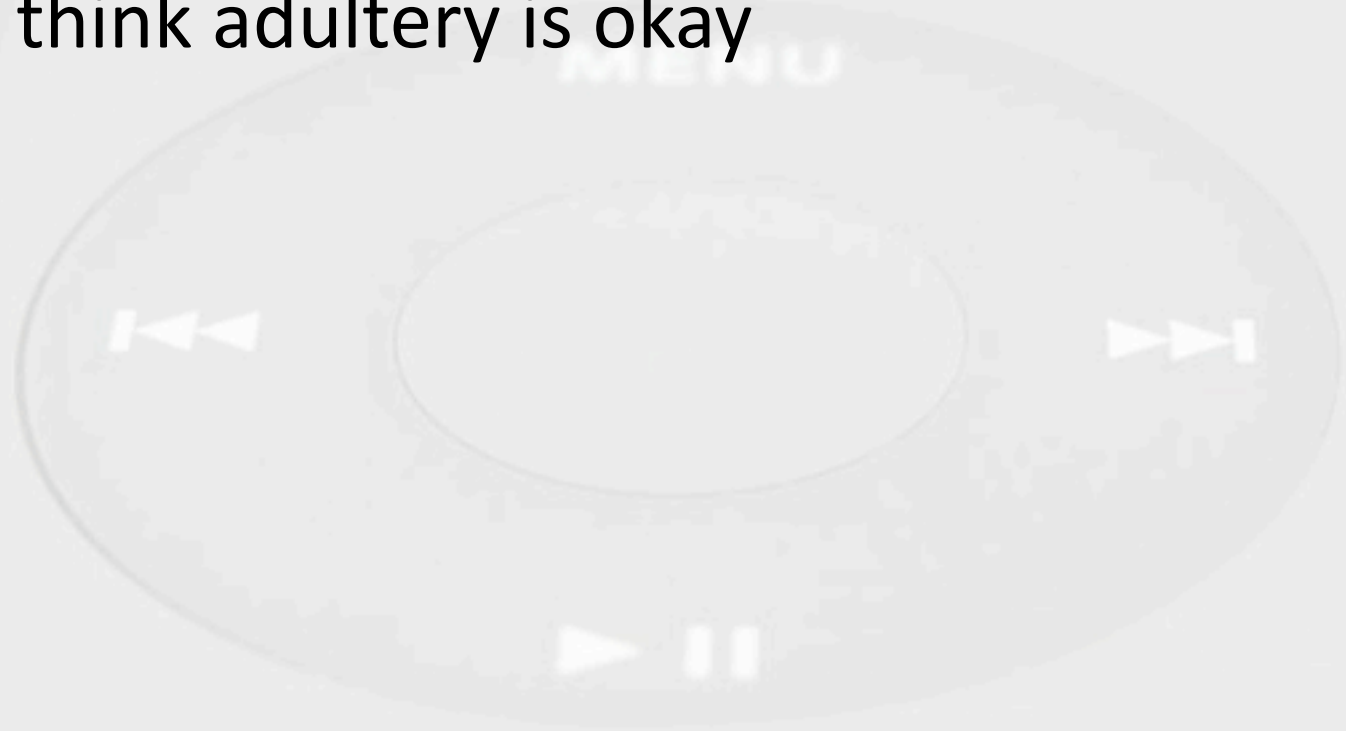


# The Dopamine Effect

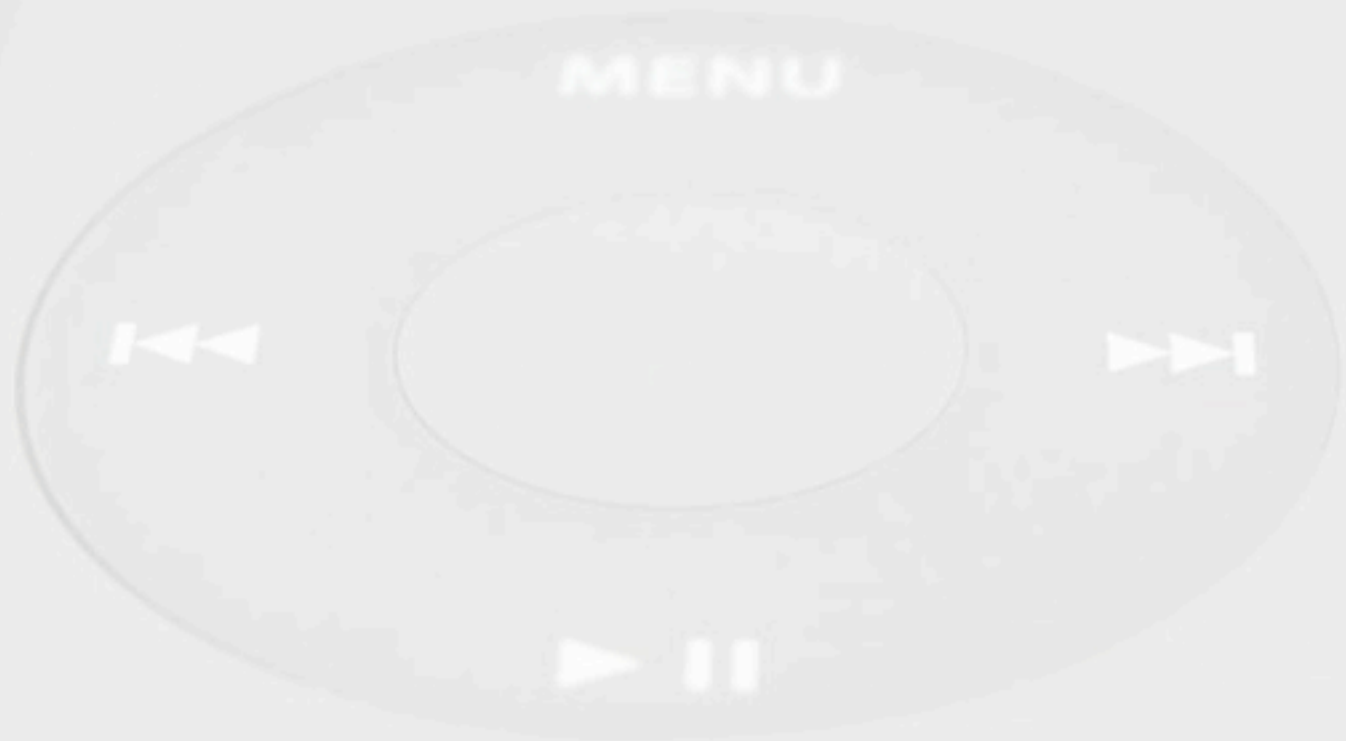


# TV's Creative Community

- 93% don't attend church
- 95% think homosexuality is okay
- 84% think adultery is okay

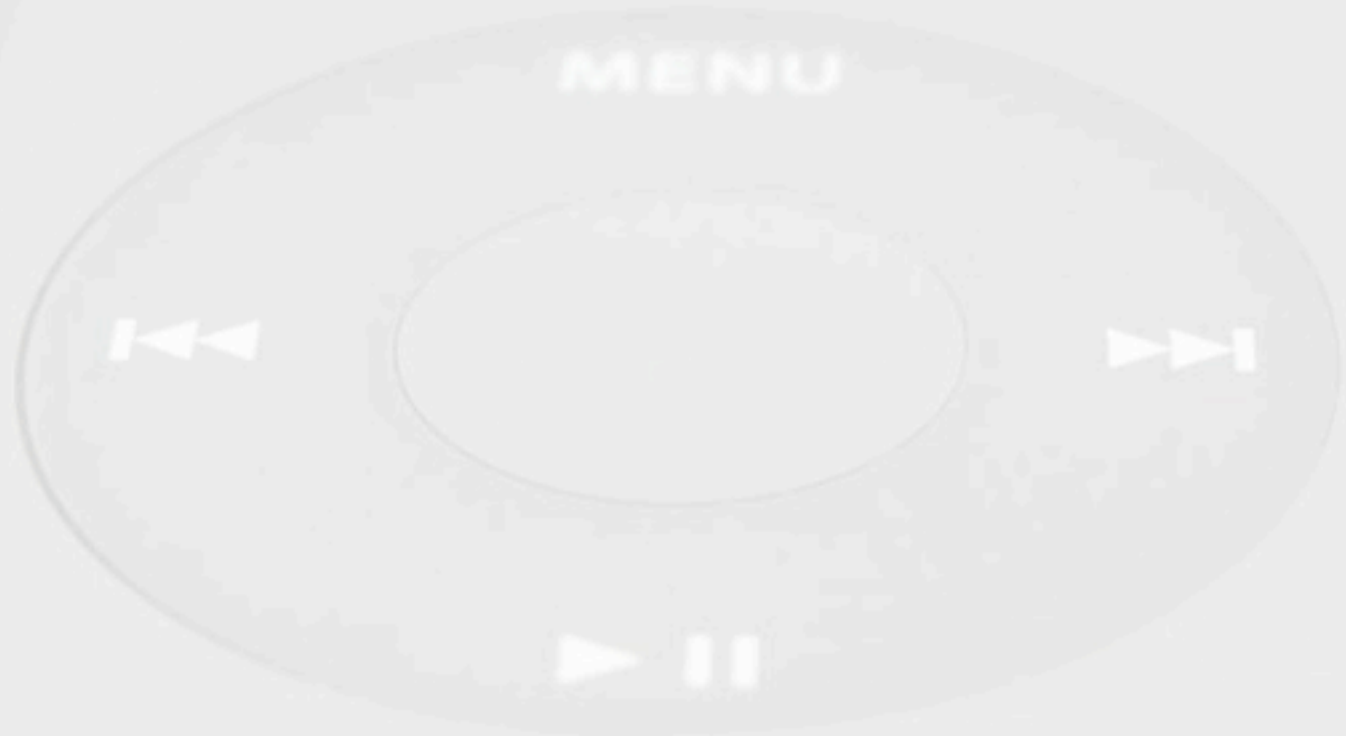


# A Cultural Perspective



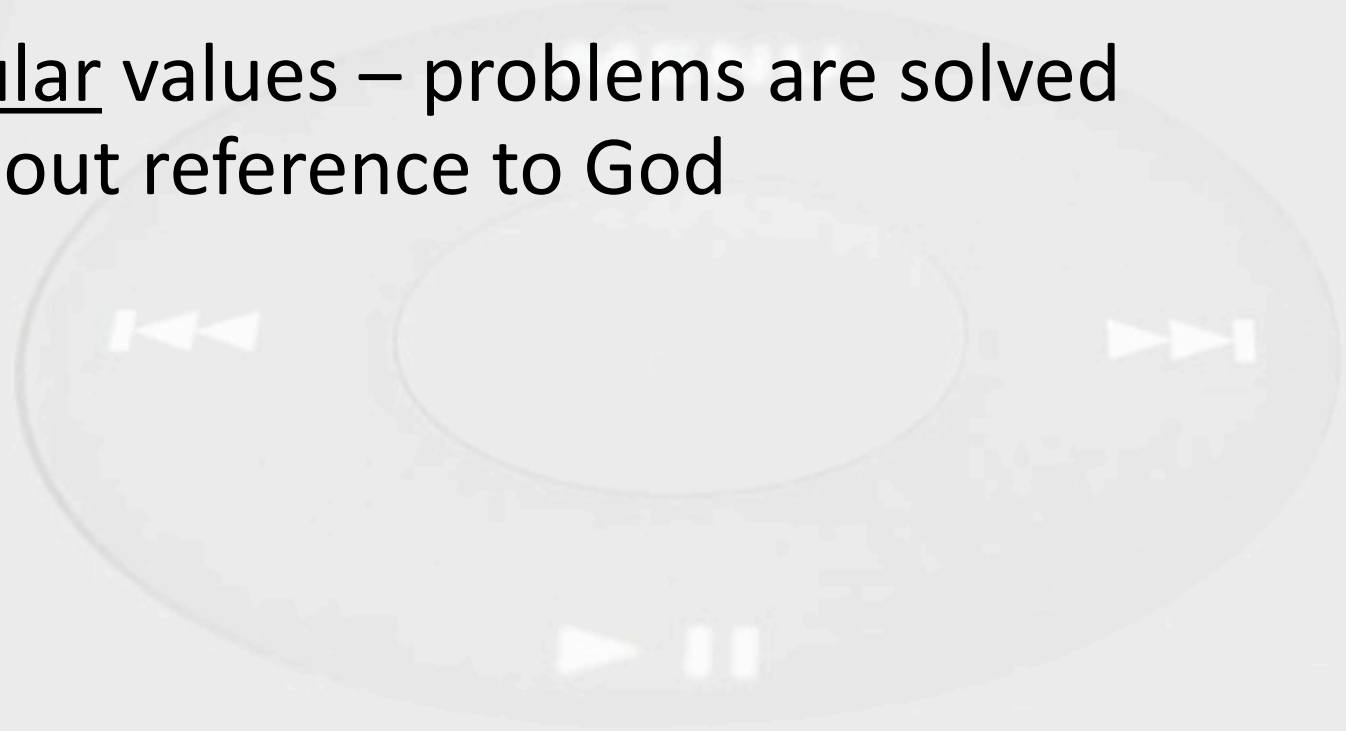
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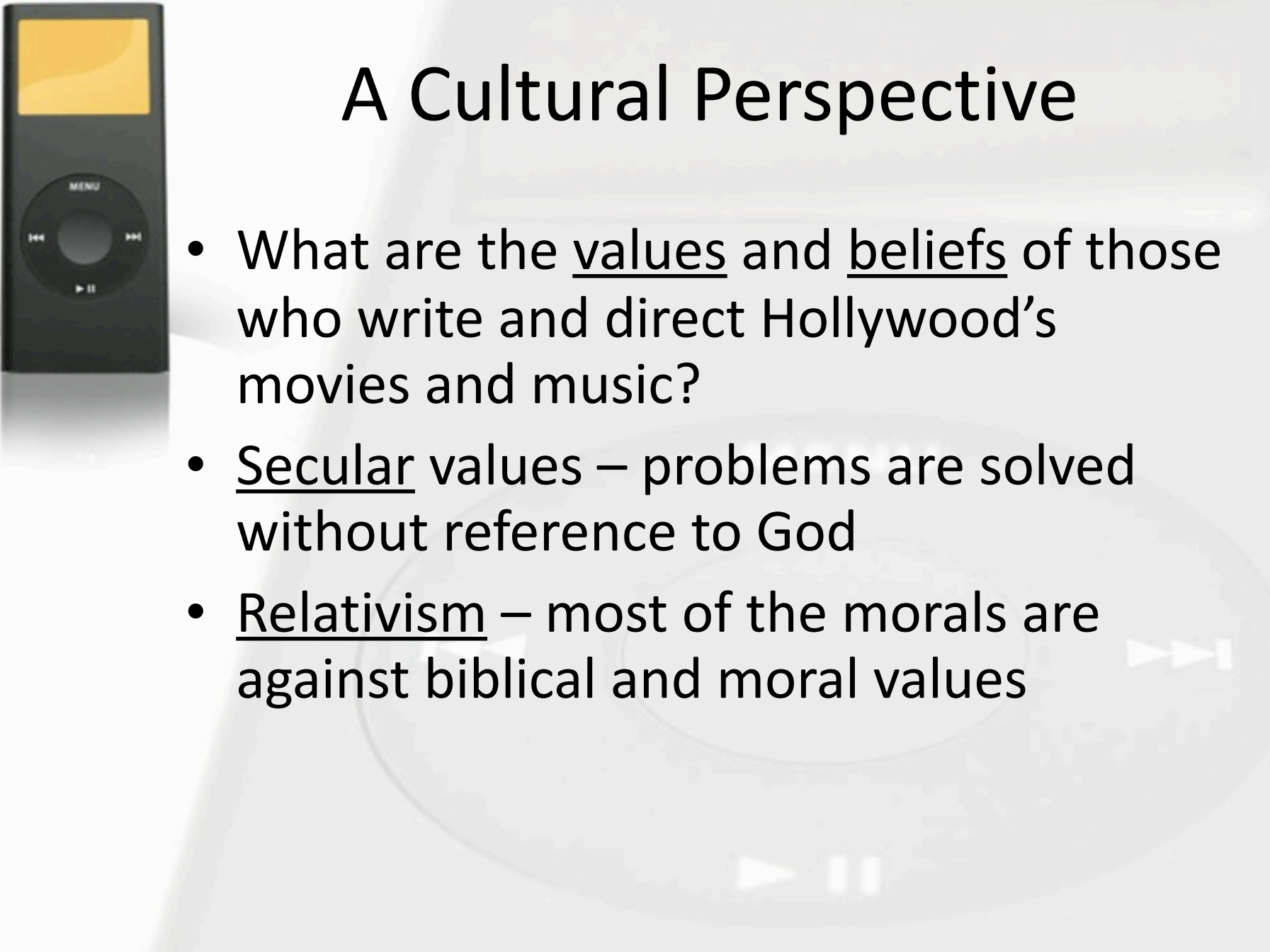
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# A Cultural Perspective

- What are the values and beliefs of those who write and direct Hollywood's movies and music?
- Secular values – problems are solved without reference to God
- Relativism – most of the morals are against biblical and moral values
- Spiritualism – a tendency to glorify the darkness and power of evil

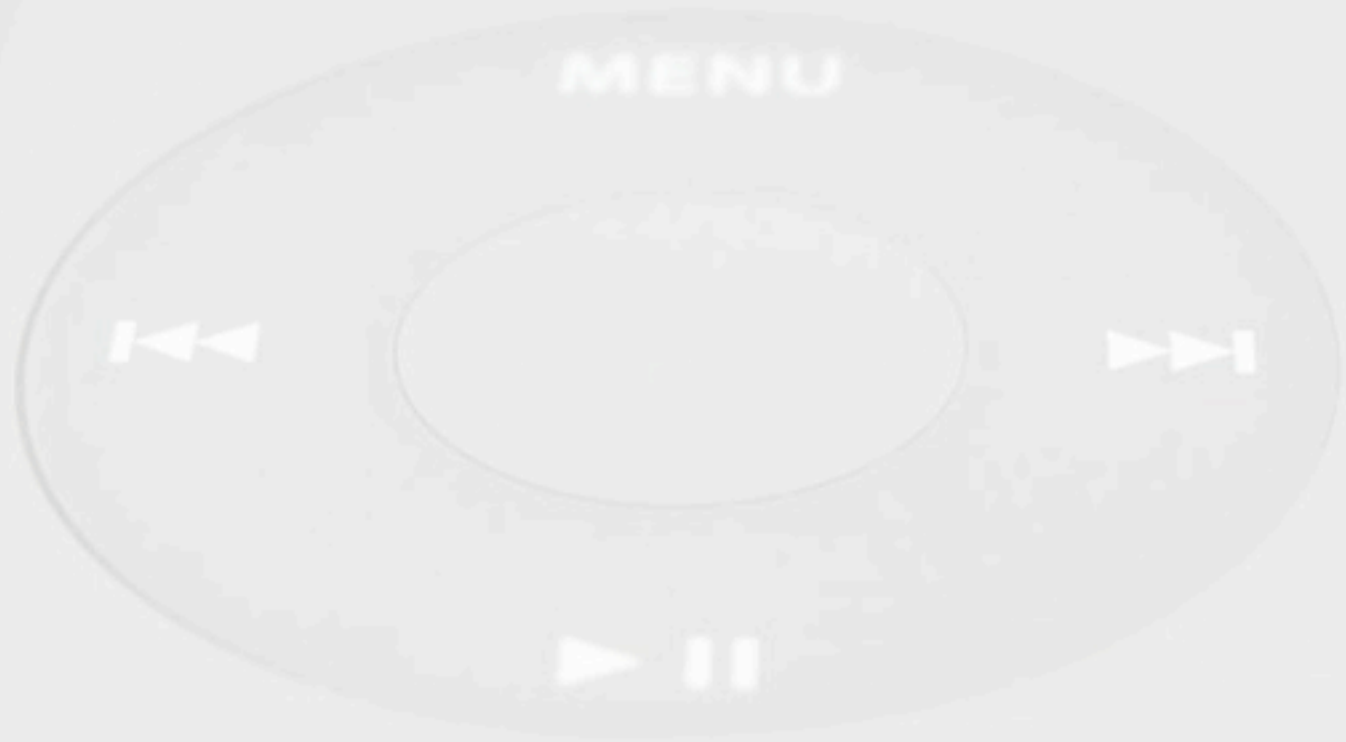
# A Cultural Perspective



- What are the values and beliefs of those who write and direct Hollywood's movies and music?
- Anti-authority – a bashing of authority figures like “Dads” and “pastors.”
- Escapism/Entertainment – An intensity of emotion is an adequate replacement for real action.



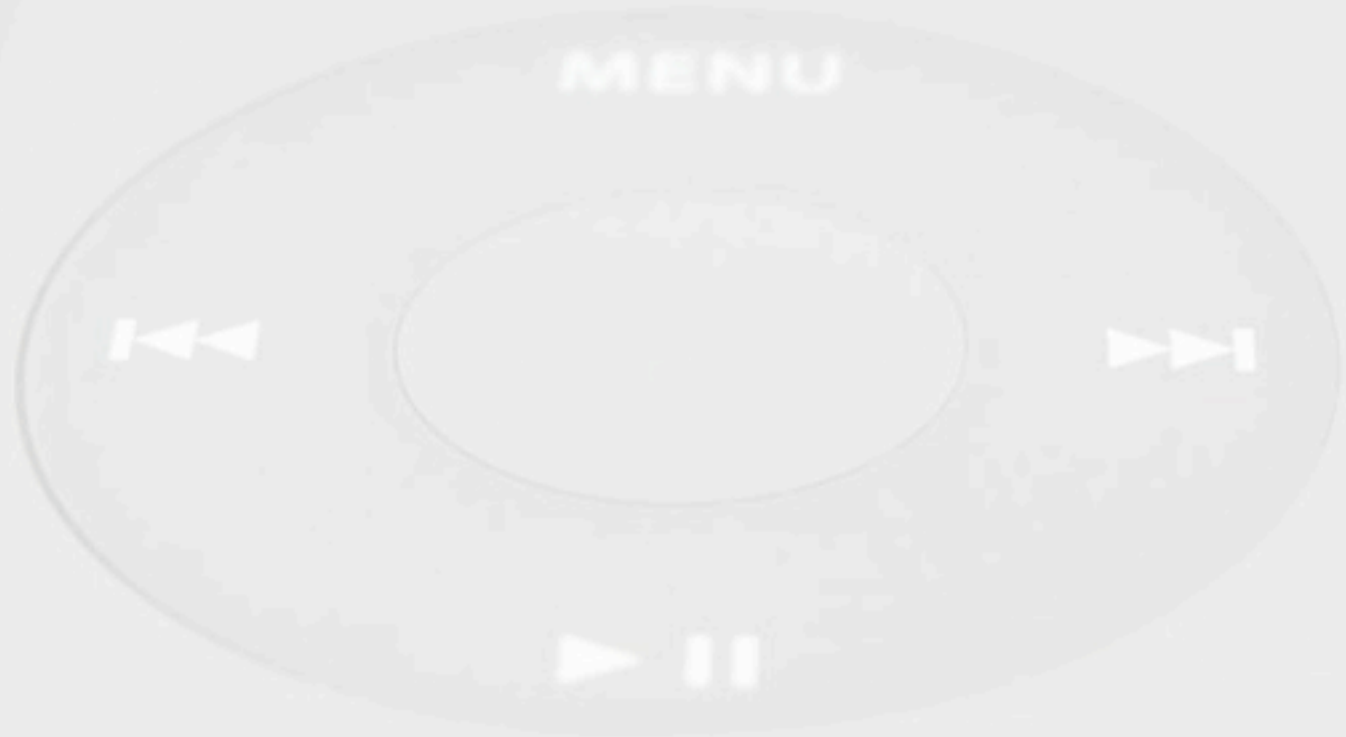
# Dangers of Television/Movies





# Dangers of Television/Movies

- **The frontal lobe of the brain is largely inactive (hypnotic effect)**





# Dangers of Television/Movies

- **The frontal lobe of the brain is largely inactive (hypnotic effect)**
- **Mirror neurons (monkey see, monkey do)**
  - **Increases aggressive and violent tendencies**
  - **Stimulates sexual desires**



**Television watching**




# Facts about TV

The average 18-year old has witnessed 200,000 violent acts on television and movies, including 40,000 murders.

L. Rowell Huesmann studied one set of children for more than 20 years. They found that kids who watched significant amounts of TV violence at the age of 8 were consistently more likely to commit violent crimes or engage in child or spouse abuse at 30. "We believe . . . that heavy exposure to televised violence is one of the causes of aggressive behavior, crime and violence in society," they wrote in 1984. "Television violence affects youngsters of all ages, of both genders, at all socioeconomic levels and all levels of intelligence . . . It cannot be denied or explained away"

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# Television's Effects

“Electronic media can have both positive and negative effects on children’s development. It is thus simplistic to argue that the media are detrimental or valuable to children. Much of the effect depends on the content to which children are exposed.”

Barbara Wilson, “Media and Children’s Aggression, Fear, and Altruism.” *Future of Children*, Spring 2008



# Effects of Television

“In one experiment, the simple insertion of a humorous subplot distorted children’s perceptions of a negative emotional event in a program and also caused children to minimize the seriousness of a similar event in real life.” *ibid.*



# Long-term Effects



- 150 college students interviewed about their memories of intense fears
- 90% were able to describe in detail a movie or television program that frightened them in a lasting way.
- Although most had seen it in childhood, 26% reported residual anxiety such as sleep disturbances. The younger the child, the longer the fear lasted. *Ibid.*

AS IT TURNS  
OUT, ONE RATINGS  
CATEGORY COVERED  
IT ALL....!

G GARBAGE

**TV**  
**INDUSTRY**



Love not the world. 1 John 2:15

# Dangers of Movies...



- **Programmed non-response**
- **Steals time**
- **Reduces spiritual interest**
- **Encourages poor lifestyle habits**



# What should we do?



- **Option 1: Abstinence – don't watch movies**
- **Option 2: Moderation – pick that which is not harmful and watch in moderation**
- **Option 3: Addiction – don't stop the cycle, just watch what you feel like when you feel like it**



# Does playing video games have an impact on teenagers' brains?

"It does. And that's largely because the teenage brain is different from the adult brain. The impulse control center of the brain, the part of the brain that enables us to think ahead, consider consequences, manage urges -- that's the part of the brain right behind our forehead called the prefrontal cortex," says Walsh.

"That's under construction during the teenage years. In fact, the wiring of that is not completed until the early 20s." David Walsch, child psychologist

