

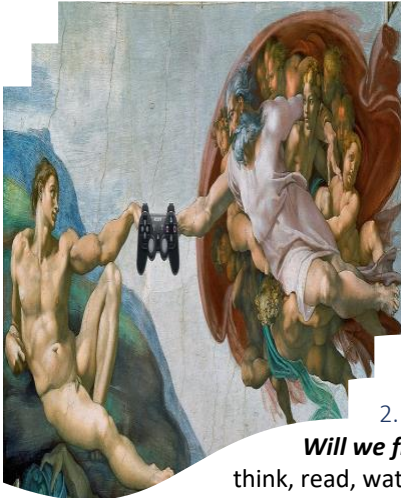
HONR 154-01: WILL WE FIND FAITH IN MEDIA?

10:00-10:50AM – M / W / F, Fall 2021 · Fisher Hall 723

Instructor: Greg Jones · Email: jonesg3@duq.edu · Time for Students: All Online on Zoom, T: 9-10:30am; R: 12-2pm



And yet, when the Son of Man comes, will he find faith on earth?" (Luke 18:8, NRSV)



1. COURSE DESCRIPTION

Where is faith found on the earth?! In today's world, faith experiences are increasingly sought after and discovered outside of institutions, and in surprising contexts! This puzzling development is balanced against another surprise of modern life – we can no longer remain focused on our own beliefs; we must acknowledge the existence and validity of other religious traditions! This sense of balance develops alongside the influence of popular culture, which transmit the different values and perspectives of the different world religions in the visuals we watch, the music we listen to, the comic books we read, the social media we create, and even the video games that we play. This course examines the interplay of media, pop culture, and religion, as well as the benefits and drawbacks of this interplay in society.

2. COURSE PROCESS

Will we find faith in media?! This is the question that we will think, read, watch, play, and talk through in this course! Mondays and Fridays will feature a brief lecture and group discussions. Wednesdays will typically feature "interactive" lessons of exploring faith through videos, apps, video games, and more popular media.



3. COURSE GOALS

You will become informed, equipped, inspired, and engaged regarding pop-culture depictions of faith!

Informed: Understand how one's own view of God, humanity, and the universe is shaped by pop-culture and media.

Equipped: Express one's own perspective in a way that is informed by pop-culture portrayals of faith and the faithful.

Inspired: Discern how media and pop culture convey powerful faith narratives, rituals, and symbols.

Engaged: Develop a "theological agility" that navigates the blurred boundaries between "sacred" and the "secular."

4. COURSE TEXTS / MEDIA

Textbook: Forbes, Bruce and Jeffrey H. Mahan, *Religion and Popular Culture in America, Third Edition*, University of California Press, 2017. (Kindle)

Comics on Kindle or ComiXology App: 1) *House of X / Powers of X*; 2) *X-Men (2019) #4*, 3) *Planet-Size X-Men (2021) #1*; 4) *Kingdom Come*

Most of the other readings and media will be on Blackboard (Bb). They are in the "Course Content" folders.

Other readings and materials are available online. The links are included in "[8. Course Schedule](#)"

Some apps/games may need to be "purchased," but they should be accessible for free via the iPhone App Store or through a link.

