Minecraft Ministry: The Game of Life
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I started as a youth leader with no training and no understanding of the roles of what a youth leader or pastor should do. After a year of being a youth leader/pastor, God gave me one simple job description: “Become an ambassador of Christ.”

I have continued to lead my youth, living as an example of how Christ loved us and to share how to love others. While there, I created a private server in Minecraft for my youth to play in, as they all loved to play in the game. Being the game moderator, I have found that a lot of behavior in the game and in real life shared great similarities and can be teaching moments of who God is and how to show love to others.

I wish to make this a Christian ministry, to help children learn about who God is and to bring a connection to God to a more relatable level. This ministry can also bring a community together, where everyone can learn to be together as a community without the pressures of society to hinder them. I want them to be able to express themselves with anonymity, as well as to seek help in a location that is comfortable to them, in their environment, and to reach out to help them the best I can.

I hope to bring a new way to teach children more about the Bible and to provide a support system that they can count on to be with them to help them through life’s struggles and hardships—to give them a hand when they are down and to give them a pat on the back when they are not. I wish to guide them to reach their potential and give them a healthy state of mind, as well as to help their parents in guiding their children to be the best they can be. I want to set the right example of who Christ is and what he is all about.

The NBA incubates new ministries, supporting social entrepreneurs of faith who are serving their communities in a variety of innovative ways and empowering these Disciples-led health and social service projects to focus on growth, impact, and sustainability. Learn more at nbacares.org/incubate or by contacting Rev. Ayanna Johnson Watkins, Director of the NBA Incubate Initiative, at awatkins@nbacares.org.