

*A possible explanation on why our staff are dissatisfied and ineffective in evangelism.*



*Presentational,  
end-game  
evangelism*

*We intuitively know this is expected.*

*It's what we count.*

*(exposures and decisions)*

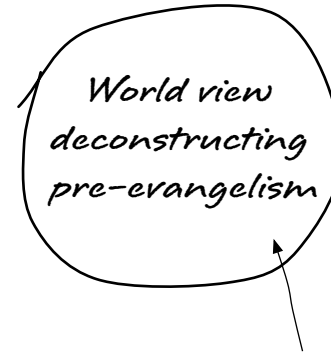
*It's the focus of the stories we tell.*

*(new believers, 1500 decisions at  
Big Break)*

*It's historically what we have  
always emphasized.*

*We know how to do this, but  
we have found fewer and fewer  
situations that call for it.*

*Thus we feel irrelevant.*



*World view  
deconstructing  
pre-evangelism*

*We intuitively know this is needed:*

*Few people we meet are "near ripe  
fruit" and ready to pick.*

*Most we meet:*

*Hold to world views that make  
belief in the gospel impossible.*

*Lack "plausibility structures"  
that make belief in the gospel  
possible.*

*We don't know how to do this,  
but are constantly in situations  
that demand it.*

*Thus we feel incompetent.*

*We are  
dissatisfied and  
ineffective.*

*If our research, reading, and experimentation bear this out, we may need to propose solutions that change what our staff feel is expected of them, as well as develop the tools and training to enable them (and ultimately students) to interact on worldview issues.*