

Internet Based Religion

The Church of Reality is an Internet based religion. Traditionally, churches have started in the location of the church founder(s) and have developed over the centuries from there. Many of these religions are forks of existing religions. Someone told me, and I don't know if this figure is accurate, that there are 33,000 forks of Christianity in existence. Many of these forks have occurred in the last 100 years and I believe that new technology has played a role in that. As new technology has developed, religions have used it to spread their gospels.

We now have a new phenomenon called the TV preacher who is a preacher who has learned that he can use technology to break the time and space limitations of a physical church. Churches have the limitation that all the people have to be there in the same spatial and temporal coordinates limiting their reach to those who can physically attend. The TV preacher breaks these limitations allowing the message to reach people in different locations and with video recording to allow people to be reached who are not in the same time frame as the preacher.

The Church of Reality is designed to be a web based religion that is similar to the way the Linux operating system was developed.

In the Church of Reality we embrace the latest technology in that our religion was actually founded on the Internet. It was done that way by design allowing us to be out there in front of the entire world from the very first day that it went online. In fact, with the recognition of the future as the Sacred Direction, it would almost be a sin for the Church of Reality not to use state of the art technology - not to create a network of like minded realists around the world - not to form the core of our beliefs and share them with the entire planet in real time. We use the Web to shed ourselves of the limitations of Time and Space. With the power of this technology I can not imagine any new religion not taking advantage of it. We therefore shed ourselves of the limitations of location and declare the Web to be our home.

As a role model for our development, I turn to the development of the Linux operating system as a model of how I see this church growing. Back in the olden times, in the long long ago(1950 - 1990), programmers worked together on software in the same location. But in the 1980s and on, people started building a community around the development of free software and making all the tools free for everyone to use. In 1991, Linus Torvalds started writing a Unix-like operating system that became known as Linux. Linux was uploaded onto a server and other programmers around the world became interested in it and started developing a community around the Linux project. That community of developers is in the hundreds of thousands and now there are over 100,000 free software projects that have formed communities around their software most of which runs with Linux. And now every person who uses any computer anywhere is probably using many programs that came from these communities. The Internet, which we refer to as the Sacred Router, was created from a software community of people working together over the internet with no central location. The Church of Reality is designed to develop in the same structure model as Linux.

This model works for software development and I think it will work for our religion as well. The Doctrine of the Church of Reality is like writing the Operating System for the Human Race

The Church of Reality is a community project that is location independent for the most part and is a product of the people who join in on the project. Right now we are developing the Kernel of the Church. Once the Kernel is sufficiently developed, we can add in all the other stuff that churches do, and then some.