

BEHIND THE WORSHIP – Joel Augé

Joel Augé: When Facebook, Family & Worship Merge



Joel Augé is a busy guy. His website features tweets about innovation and hockey, book recommendations, photographs of his daughter and—seemingly as an afterthought—a small picture of a CD, suggesting he makes music. Yet Augé, CEO of a Canadian gaming company called HitGrab (the developer of MouseHunt, one of Facebook's most popular games), doesn't find his roles as worship leader, family man and "company vision guy" as all that different.

"Worship is an act of responding to what God has already done for us. It's no different at work. I feel I'm constantly responding to how God is moving our business forward," Augé says. "My act of worship at work is being a good steward of this opportunity."

Raised Catholic, Augé once thought of becoming a priest, but that was before puberty and girls. After some wild times, which included dropping out of high school and moving (alone) to Newfoundland, Canada, Augé had a born-again experience and started writing Christian songs. Today he takes something Paul Baloche, his friend and mentor, teaches to heart: be ready for inspiration.

And just because it seems as if he has it all under control doesn't mean he does. "My song 'Promises' ... was [written] before our daughter was born," Augé recalls. "I had no idea how to be a dad. I was afraid—terrified actually. It was then that I heard the Holy Spirit calm me down with these words, 'I will never leave or forsake you; you belong to Me.'"