

Billions of Gamers, Few Missionaries: The Church's Missed Opportunity Online

Daniel Maritz, host of the DLM Christian Lifestyle channel, believes the global gaming community may be one of the most overlooked mission fields in the modern church. With more than 3.3 billion gamers worldwide—half of them in Asia—Maritz is calling attention to a digital culture where countless souls are being shaped without biblical truth.

“There’s a whole world of the gaming community,” Maritz said. “There’s a lot of evil in games today. The entertainment industry, they have an agenda and it’s extremely dark.”

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Maritz says that while churches have invested tens of billions of dollars in Christian music and film, virtually no serious effort has been made to reach gamers with the gospel. “Almost nothing,” he said. “And that is why most gamers play games about magic, necromancy, murder... even doing satanic rituals. There’s even pornography in it.”

The Bible's Stories Deserve a Place in Gaming

For Maritz, the issue is not just the content but the missed potential. “Games are just a different form of storytelling,” he said. “But instead of only just listening to it, reading it, or watching it, you also engage with it. So it is amplified.”

He believes the Bible holds the greatest stories ever told—stories that can come alive through gaming in a way that connects deeply with players. “The Bible, it has the best

stories to tell,” Maritz said. “And now, with games, you can read it, you can watch it, you can hear it, and you engage with it as well.”

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Introducing Ruach Entertainment

To meet this need, Maritz and a global team of Christian volunteers have launched Ruach Entertainment, a new gaming studio dedicated to creating gospel-centered games. Their first project, Judges TD, is a tower defense game based on the biblical judges of Israel, with plans to make it free to play to remove barriers to access.

“Our goal is simple,” Maritz explained. “To bring truth into entertainment through high-quality, very important, biblical, grounded games that will reach the lost and disciple the saved.”

The team is also working on a second game, Lightborn, aimed specifically at reaching unbelievers. But to continue development, they are calling on the church to help fund the mission without relying on outside investors. “We want God to tell us how to create games,” he said. “We want God to be the CEO.”

Not Just Entertainment—This Is Evangelism

Maritz encourages churches to think of gaming outreach the same way they would support missionaries in foreign countries. “This is a huge missionary field that is ready to be harvested,” he said. “But where are the workers? We’re not reaching these people at all.”

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He emphasized that the average gamer is 36 years old—not a

child—and that many young people are being influenced daily by messages counter to Scripture. “Your kids, your grandkids, they are being brainwashed with lies that pull them away from God every single day more and more,” he said.

Fulfilling the Great Commission in a Digital Age

Maritz believes the Great Commission applies to all spaces where people gather—including online platforms and digital worlds. “Jesus gave us, as the church, a command,” he said. “‘Go therefore and make disciples of all nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit.’”

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As the church steps into new digital territory, Maritz urges believers to act. “Let’s bring light into those dark places in all corners of the earth,” he said. “We can do this together to share truth into entertainment—but also what that actually means is just truth into people’s lives, wherever they are.”

James Lasher is staff writer for Charisma Media.