





- c. MMROPG (Massively multiplayer online role-playing game): virtual worlds of self-invention
  - d. Post-modern concepts of the self as linguistic construct
5. Identity confusion and the challenge to human flourishing (Stability of relationships; empathy; character and predictability; social cohesion; existential malaise)
6. Identity and the Image of God
- a. Created 'in the image of God': a human given.
  - b. 'You shall be as gods': Identity, the fall and the burden of self-narration
  - c. Identity in Christ: both a given and a (dialogical) process
7. Realising what we imagine: the pastoral task

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