

Journey Church

→ Franklin, Tennessee

From the outside looking in, everything about Journey Church in Franklin, Tennessee, oozes creativity. The church's approach to design, its worship space, its website—we loved it all. We asked two of the Journey team members, Randy Hanson and Drew Cline, to tell us more.

Randy Hanson, Technical and Facility Designer

COLLIDE: Tell me about your role at Journey.

Hanson: My role is Technical and Facility Designer. Basically, it's my responsibility to help implement the worship vision of Journey by working out the logistical and technical aspects. In other words, I figure out how to make it work and keep it working. Often I take concepts and ideas and figure out the practical way to execute them. Most of our creative process is outside the box, so my job requires some creative thought, research, and a good deal of trial and error!

COLLIDE: What is your philosophy of how media and technology fit into the mission of the church?

Hanson: Media and technology should never be the focus. Much like paint and canvas are not the focus in a piece of art, media should serve as the vehicle for worship and artistic expression. Creating an environment electronically using visual and audio elements must be intentional, and it must work as an extension of the worship direction navigated by the pastor and the worship leaders.

COLLIDE: How do the members of the creative and technical team at Journey collaborate on creating worship experiences?

Hanson: There is a wonderful tension that happens as we create worship at Journey. Our creative team and our technical teams often go back and

forth between abstract vision and practical application. That conflict forces everyone into a challenge. From there, ideas and concepts take shape. We love the tension in this process because this is where we hear the Spirit and are able to see beyond our preconceptions.

COLLIDE: What tools are essential to your job?

Hanson: On the visual side of things, we use an iMac with ProPresenter (equipped with the triple-head advanced module). We project media on a scrim screen erected on the stage behind the band. And that is pretty much it!

We have phased out video mixers and DVD players, and instead we run everything on the Mac. We keep the fonts and images simple. My presentation team is encouraged to resist overkill on imagery. Blending the media projection with the tactile environment is important to us, and we prefer unique images that work within the worship framework established. We use some material from Igniter Media and Awake Images, as well as artistic creations from within the ranks of our own creative artists.

Drew Cline, Creative Arts Pastor

COLLIDE: How do you define your role as Creative Arts Pastor?

Cline: The formal answer is that I work with the Lead Pastor to direct and oversee the ministry of Creative Arts. I work to provide vision, creativity, management, and oversight to the Creative Arts ministry and its staff. I direct communication and ministry to those who serve in the ministry of Creative Arts, those in our congregation who are creative artists as well as develop, maintain, and facilitate all things creative for Journey. I pastor the people of Journey in musical and creative worship and lead with the pastoral staff and Elders to serve the Lord and His church.

The more casual answer is that my heart is to love people well—all people, but specifically our creatives. I want to walk through life with them authentically so that as life happens, shepherding them is a natural part of our relationship—not just a bullet point on a job description. Journey is an extremely creative fellowship, and I try to help direct our creatives and projects so we can keep a consistent brand or ethos. To dream, innovate, and create, yes, but more than that to listen, guide, challenge, encourage,