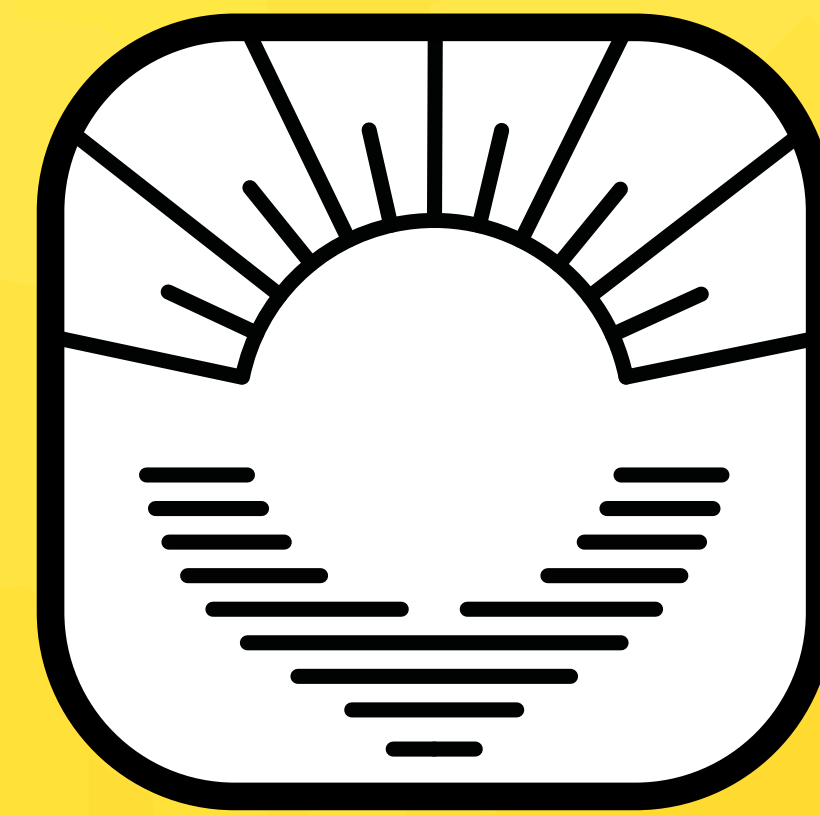


EUCHARISTIAPP



EucharistiAPP

Creativity with Jesus

Imaging

Making the invisible visible

More than an application

The purpose of the application

In the course of developing the smartphone application EucharistiAPP, our goal was to provide a greater forum for creativity and spirituality. The interface has a unique and uniform design that allows us to reach our goal of allowing people of every age to enter into their “inner space” of contemplative prayer without interruption. We tested this “digitally” guided spiritual process on people of almost every age using analogical tools such as: verbal directions, drawing on paper, playing of background music. The results showed that this process is applicable to almost every age level and confirmed in us the belief that the creative power of drawing can open up a virtual space to receive God’s Word.

The name of the application

The EucharistiAPP name refers to the Eucharistic dimension of creating and prayer. They can only become a life-giving force and source of our happiness in full, when we are present in them in a Eucharistic way: in full devotion, by making ourselves totally available, completely fitting in the Heavenly Father's plan. Jesus calls us to live in a Eucharistic way (cf. *"He who eats my flesh and drinks my blood abides in me, and I in him."* Jn 6:56). That is why our application can be used as one of those "aids" (e.g. Scripture, rosary, writing of Saints, spiritual writings, etc.) through which we can explore the richness of the Eucharistic Life even more on a greater level.

Drawings created during the testing stage

With the consent from the authors, we introduce the works of art created during the testing process conducted in March of 2020. We grouped them according to the movements that happened during the creative-contemplative process.

Tools used for drawing: paper, pencil, marker.

D1-D21: The transfiguration (Lk 9:28-36)

D22-D27: Jesus walks on the water (Mt 14:22-33)

D1

Drawing from a 6th grade student

Words:

“went up on a mountainside”

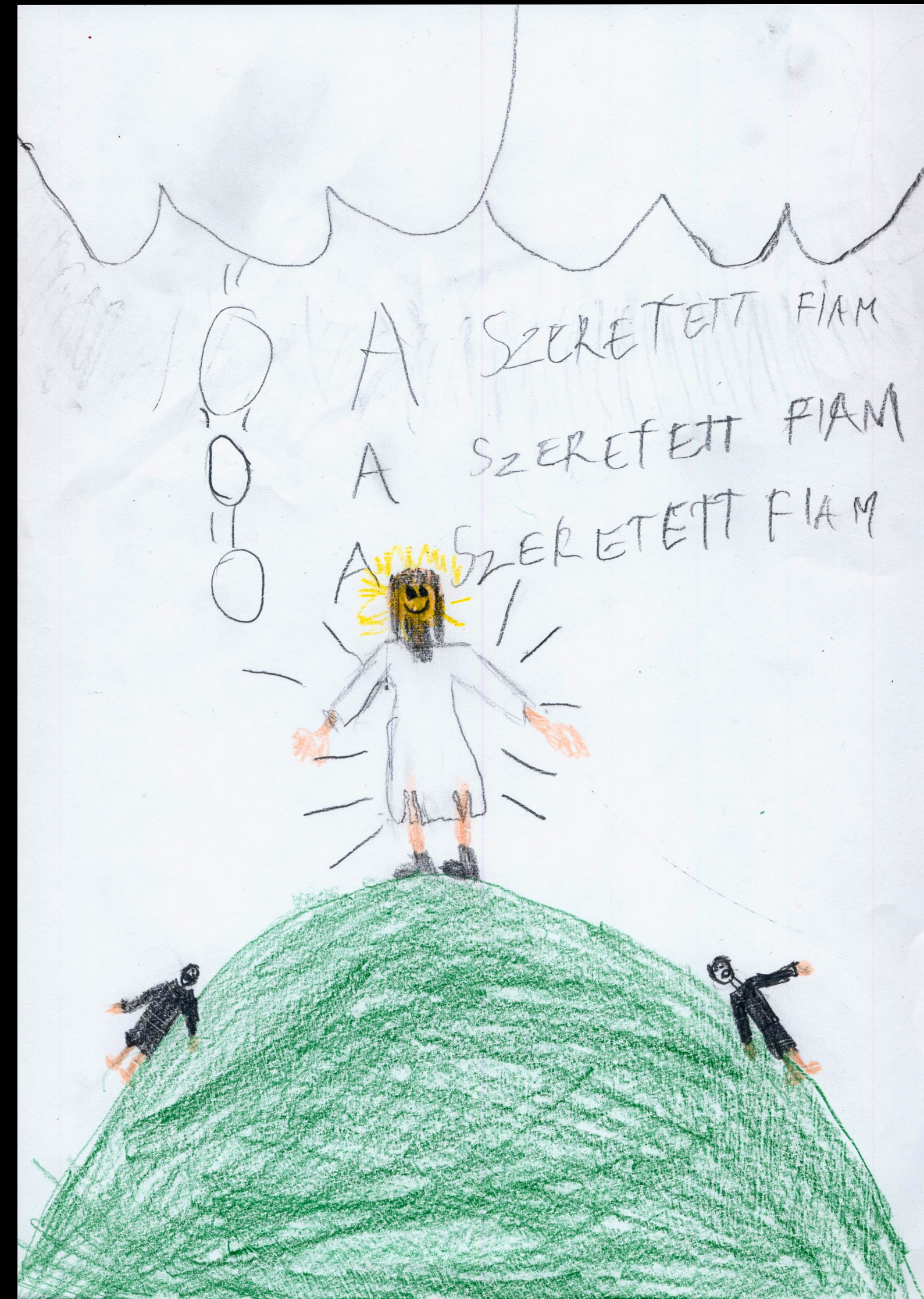


D2

Drawing from a 4th grade student

Words:

“This is my Son, whom I have chosen”



D3

Drawing from a 6th grade student

Words:

“A voice came from the cloud”



D4

Drawing from a 7th grade student

Words:

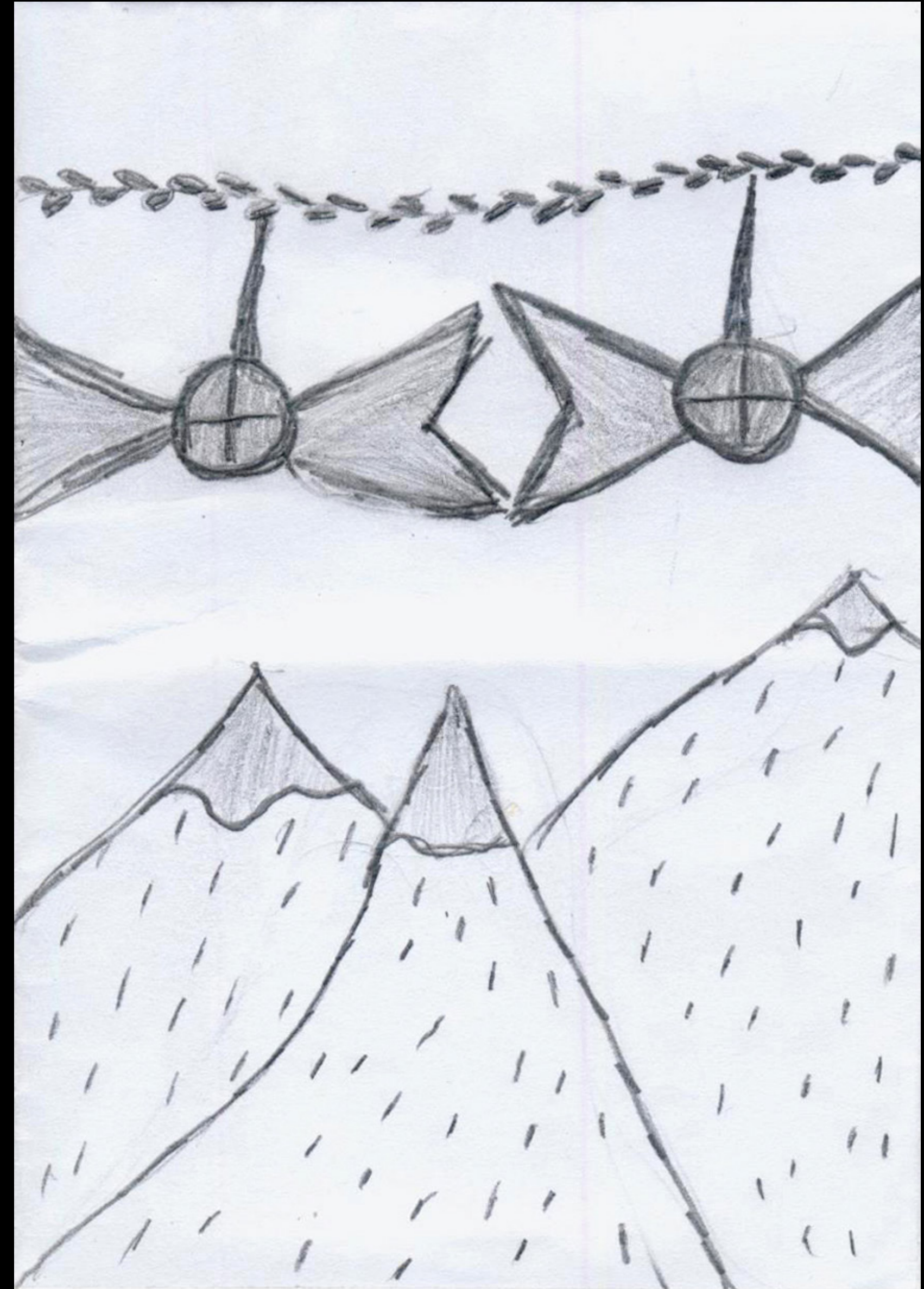
“the appearance of his face changed”



D5

Drawing from a 6th grade student

Feeling:
excitement



D6

Drawing from a 6th grade student

Feeling:
from the point of the apostles –
first fear
(they had not known
where they were going),
then happiness
(“Master, it is good for us to be here”)



D7

Drawing from a 4th grade student

Feeling:
peace



D8

Drawing from a 7th grade student

Memory:
dream
(sleeping on a cloud)



D9

Drawing from a 6th grade student

Memory



D10

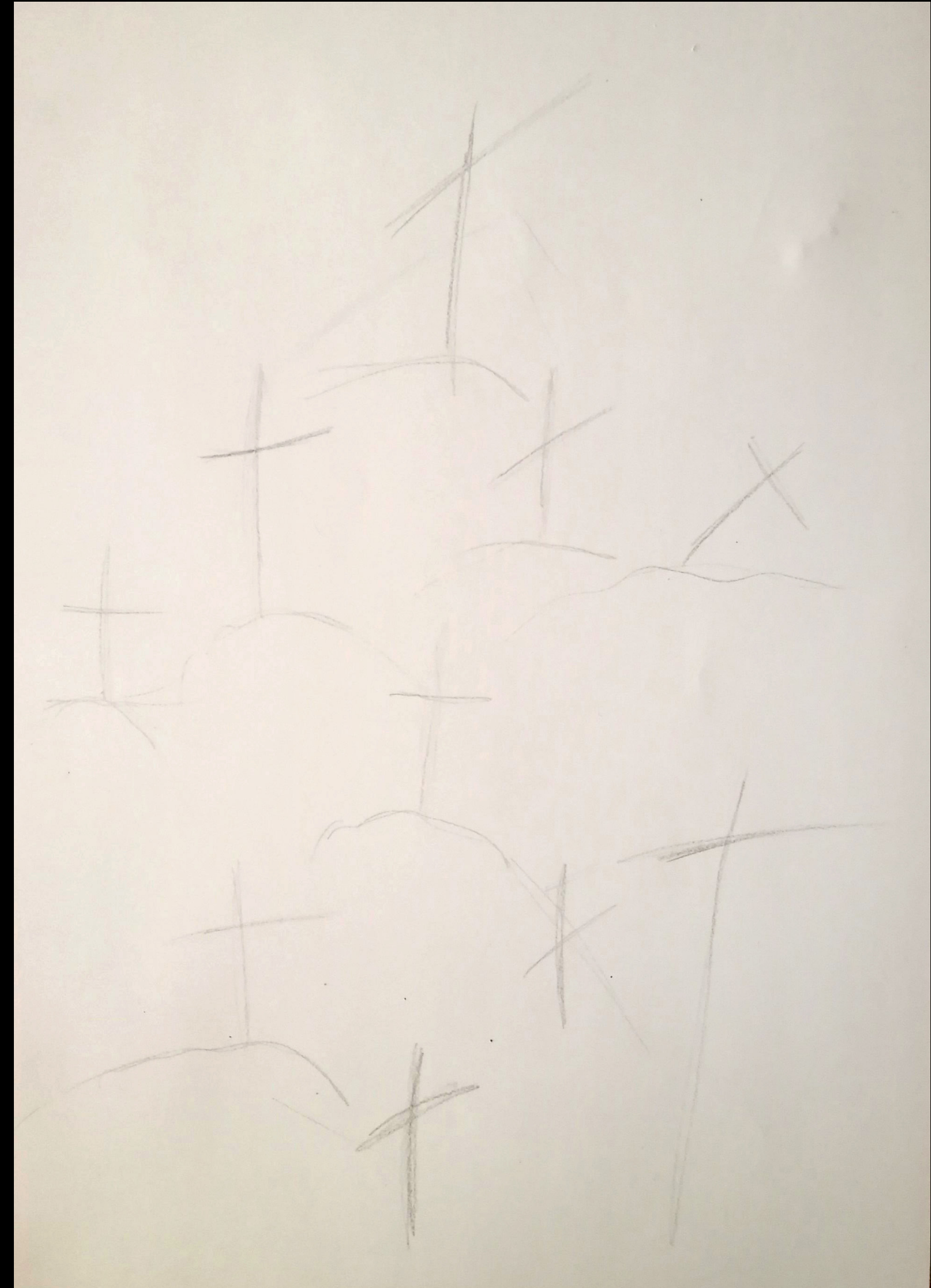
Drawing from a 7th grade student

Words: *“the Son of Man
has been raised from the dead”*

Feeling: certainty

Person: Jesus

phase 1



D11

Drawing from a 7th grade student

Words: *“the Son of Man
has been raised from the dead”*

Feeling: certainty

Person: Jesus

phase 2



D12

Drawing from a 7th grade student

Words: *“the Son of Man
has been raised from the dead”*

Feeling: certainty

Person: Jesus

last phase



D13

Drawing from a 4th grade student

Words:

*“led them up a high mountain
by themselves”*



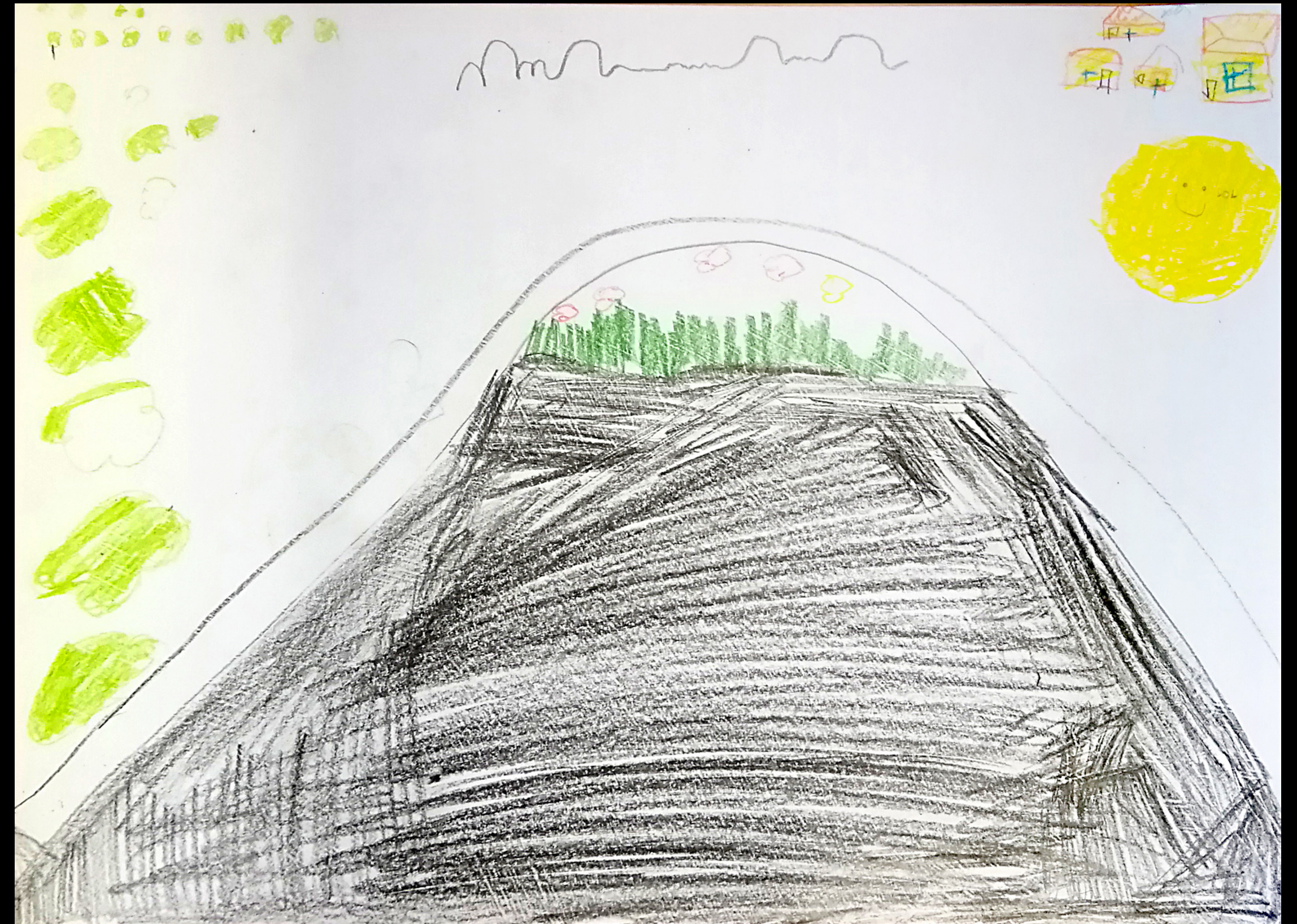
phase 1

D14

Drawing from a 4th grade student

Words:

*“led them up a high mountain
by themselves”*



phase 2

D15

Drawing from a 4th grade student

Words:
“led them up a high mountain
by themselves”



last phase

D16

Drawing from a 4th grade student

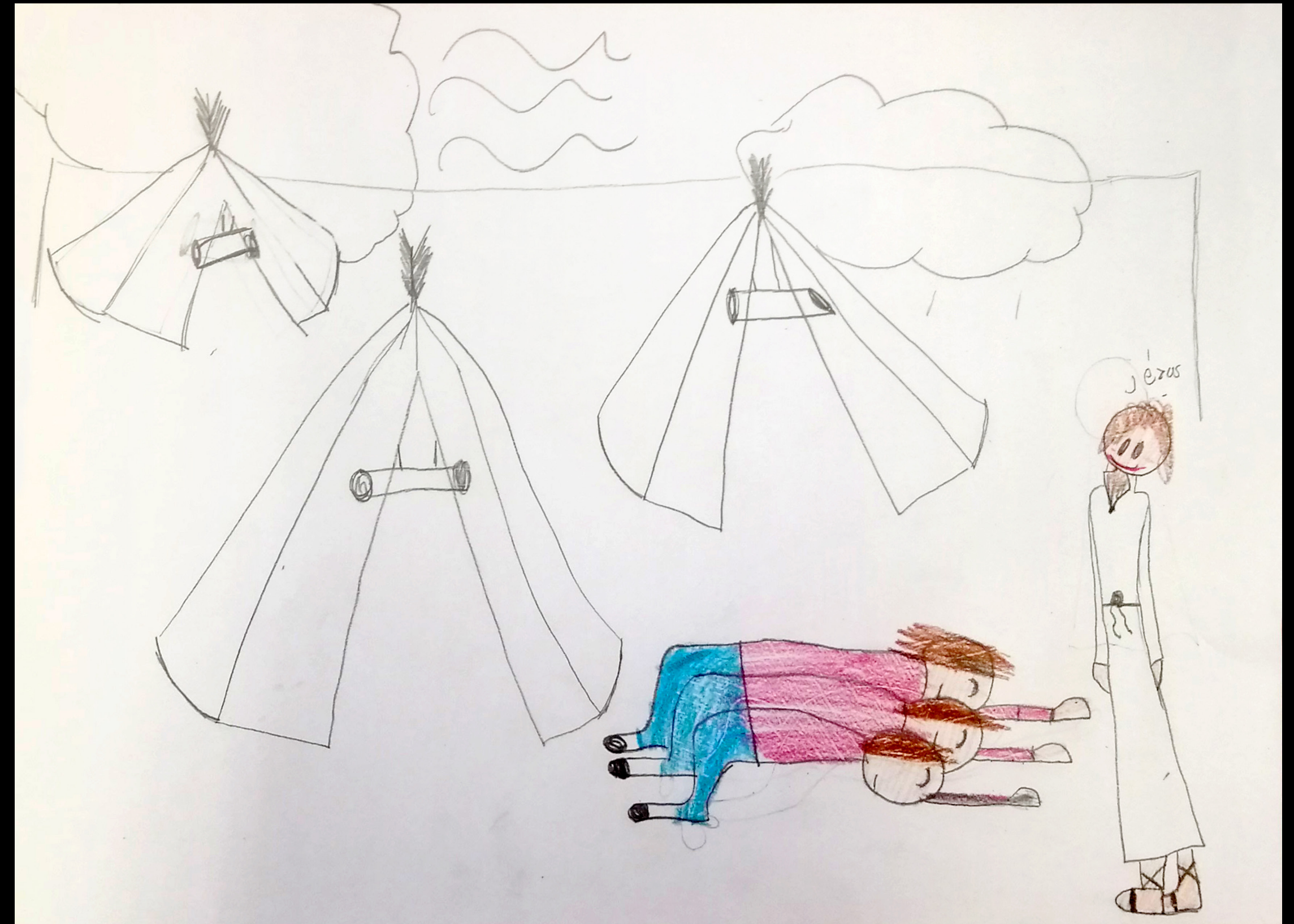
Words:

“let us setup three shelters”

Person:

Jesus (became as bright
as a flash of lightning)

phase 1



D17

Drawing from a 4th grade student

Words:

“let us setup three shelters”

Person:

Jesus (became as bright
as a flash of lightning)

phase 2



D18

Drawing from a 4th grade student

Words:

“let us setup three shelters”

Person:

Jesus (became as bright
as a flash of lightning)

last phase

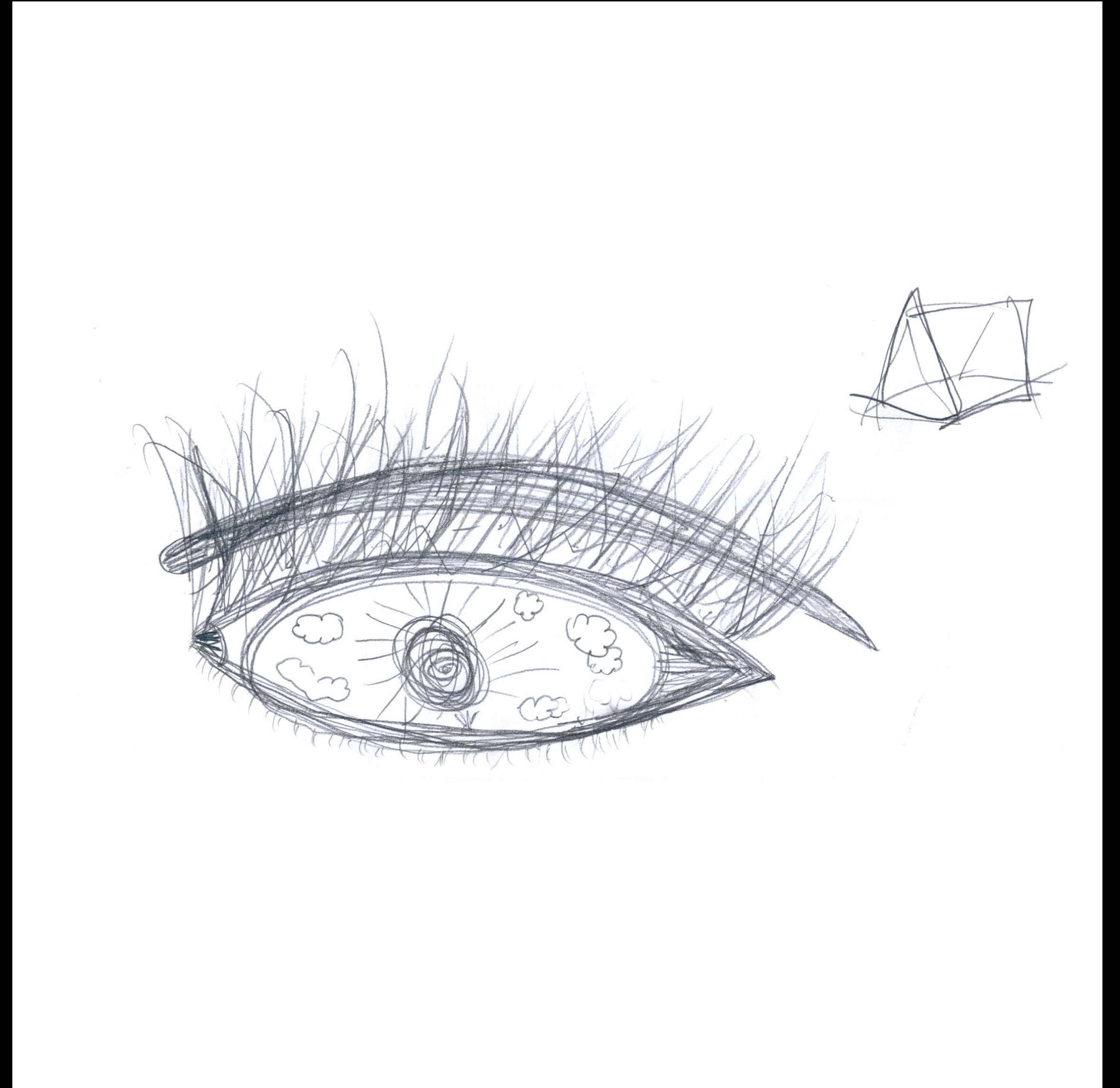


D19

Drawing from a 6th grade student

Memory

phase 1



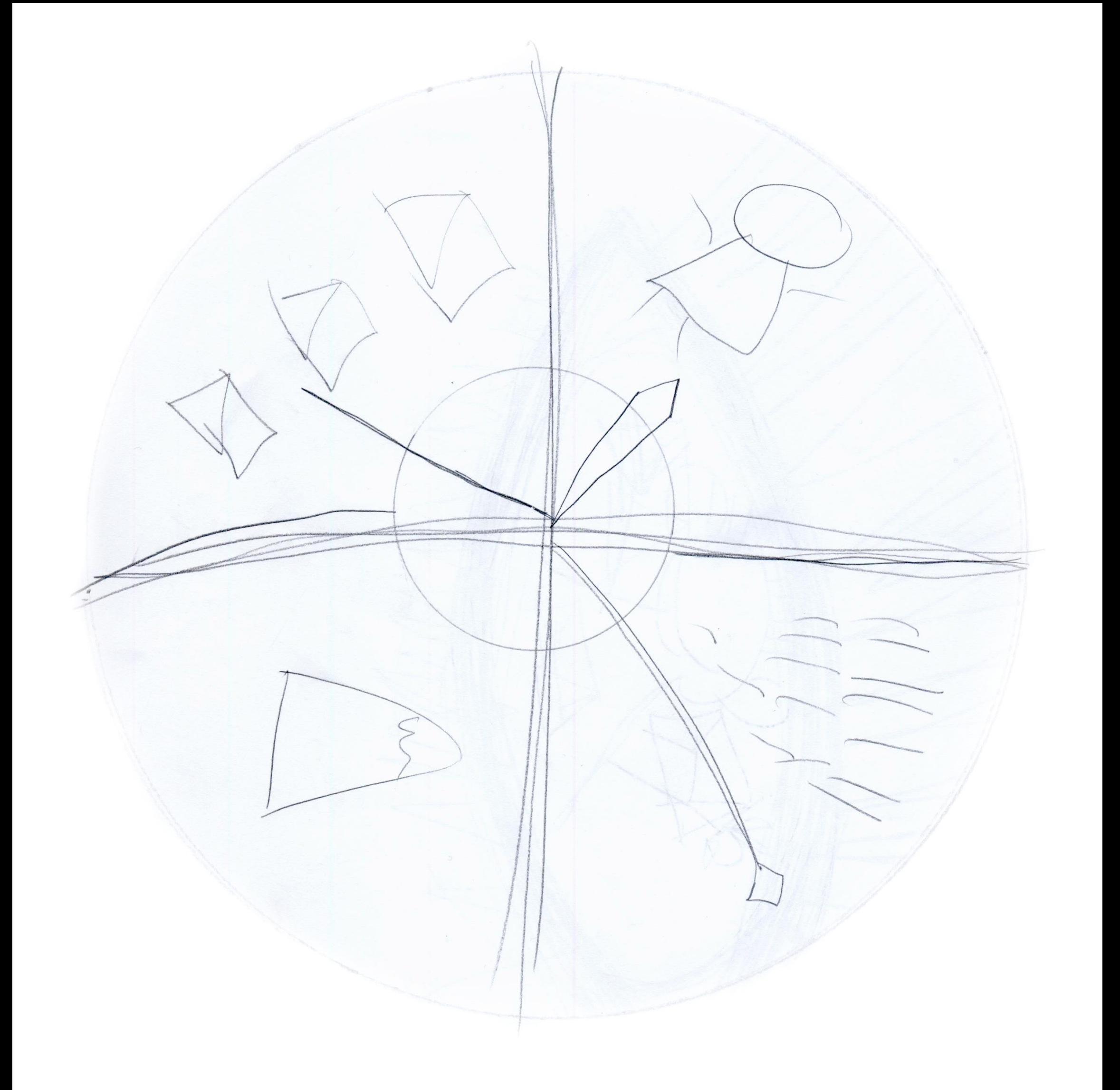
D20

Drawing from a 6th grade student

Started a new one

Words

phase 2



D21

Drawing from a 6th grade student

Started a new one

Thinking

last phase



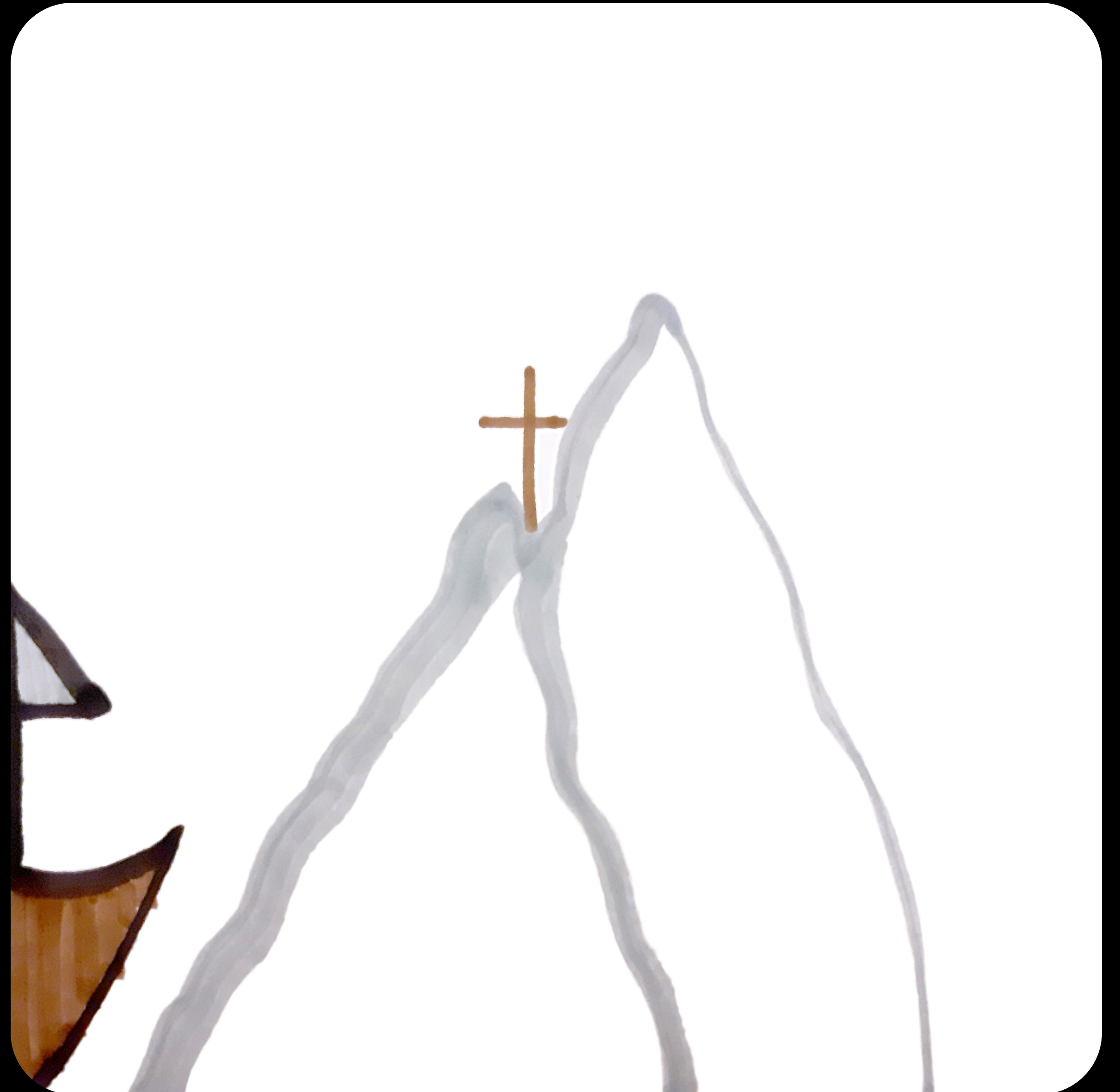
D22

Drawing from a 11th grade student

Words:

*“he went up on a mountainside
by himself to pray”*

phase 1



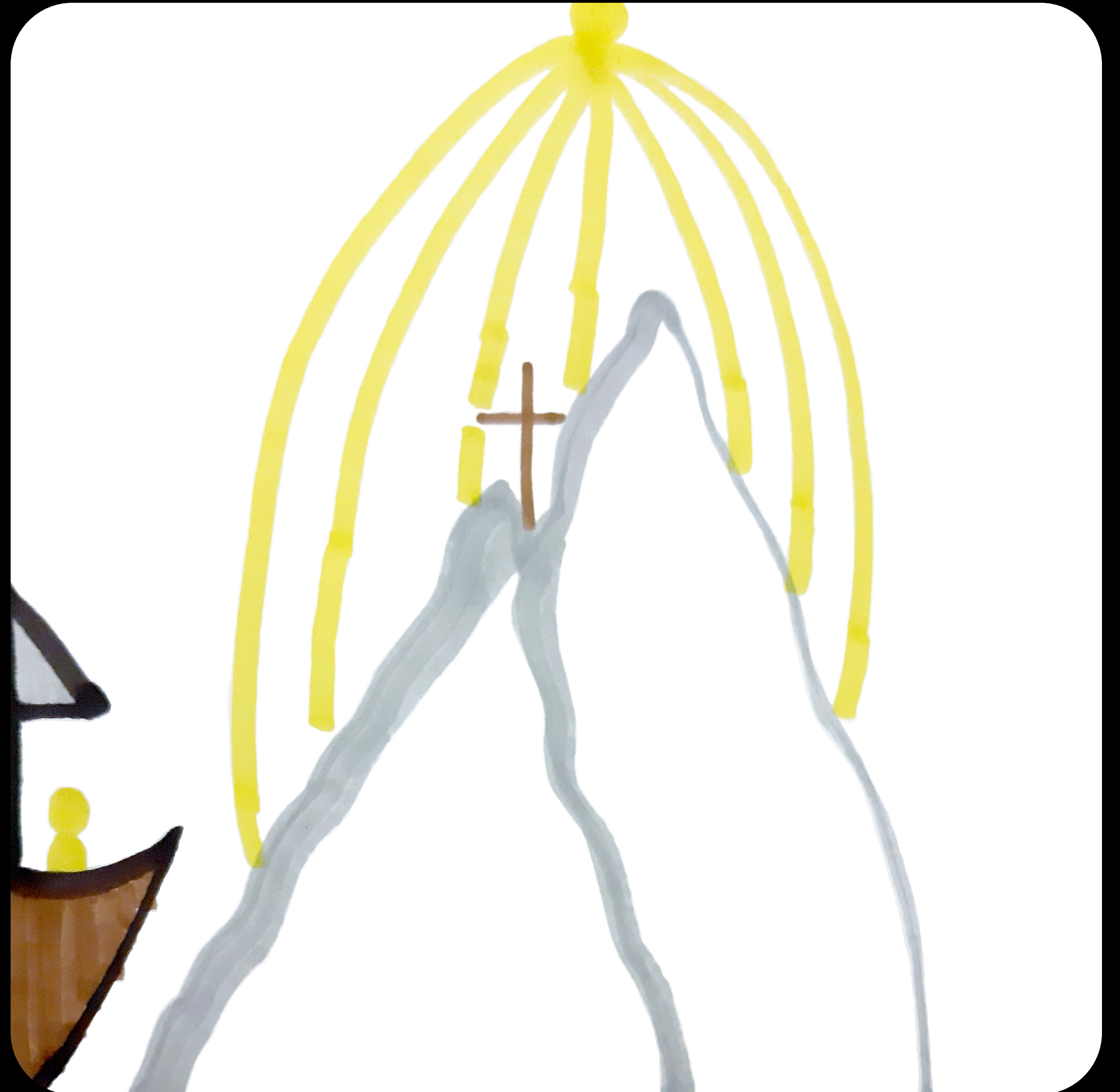
D23

Drawing from a 11th grade student

Words:

*“he went up on a mountainside
by himself to pray”*

phase 2



D24

Drawing from a 11th grade student

Words:

*“he went up on a mountainside
by himself to pray”*

phase 3



D25

Drawing from a 11th grade student

Words:

*“he went up on a mountainside
by himself to pray”*

phase 4



D26

Drawing from a 11th grade student

Words:

*“he went up on a mountainside
by himself to pray”*

phase 5



D27

Drawing from a 11th grade student

Words:

*“he went up on a mountainside
by himself to pray”*

last phase



Thoughts about the internal process

The word and the picture together create the fullness of the contemplative process. This premise smoothed the way for planning the application. The process of making a spiritual path visible, “incarnate”, has been already prepared. We tried to do this not only with words but with pictures as well. This method planted into the virtual world opens up all kinds of possibilities.

The drawings can be started over, changed, saved. Everybody can create an image in their own simple way. Only a few people have the chance to express their spiritual experiences through the media by directing their own movie. However, through this application, in a simple and understandable way, everyone can be creative

even if they did not have the best grade in art class. Also, the drawings are not just creations but they are reflections of the soul. It is a message for each individual. People can see with their eyes what they have created from their hearts during the spiritual process and they are able to take this experience to another level. This is a path of healing which leads to wholeness, that is to say to Jesus.

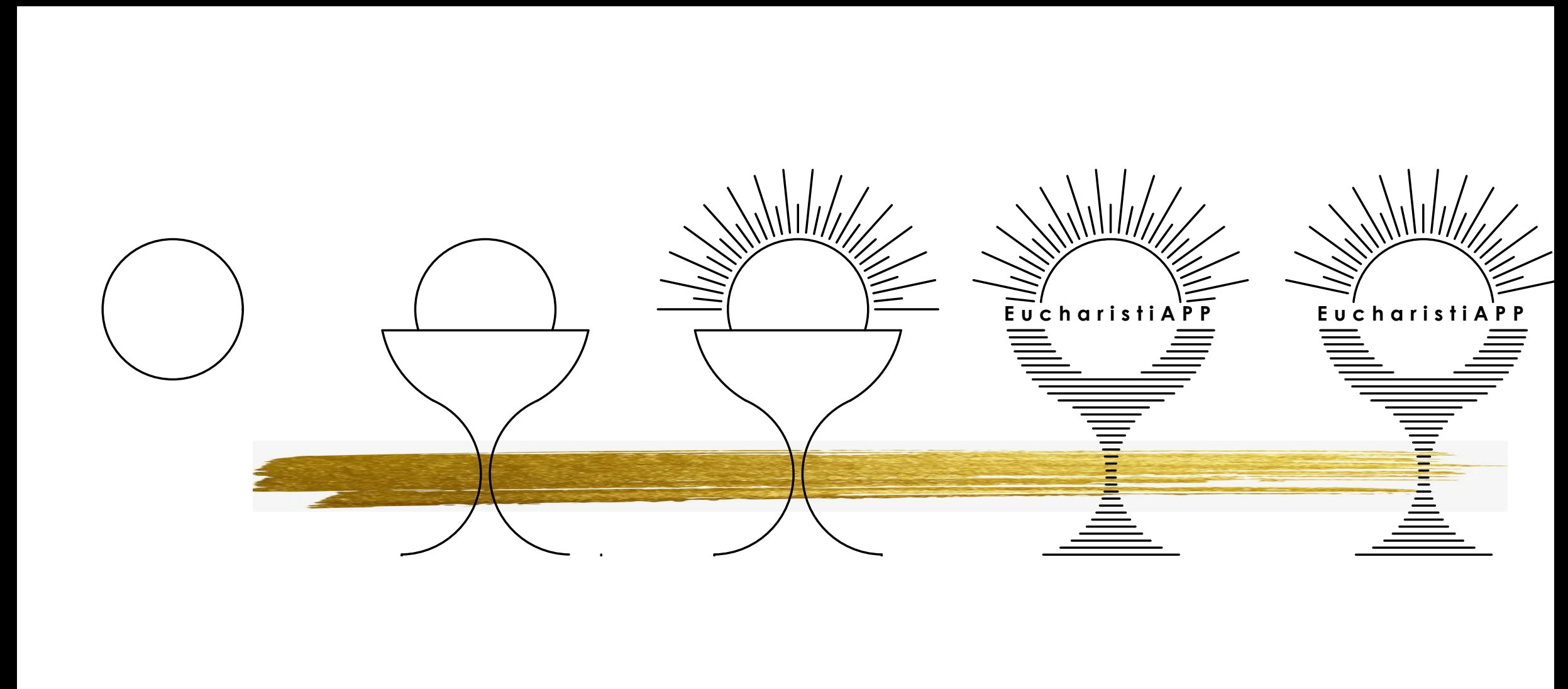
Thoughts about the design

Images created by reduction are a popular trend now-a-days in the virtual world. Therefore, we had to design a simple line drawing which would symbolize the Eucharist. This is how the logo was created, starting from a simple circle. The circle symbolizes the Eucharist and entirety at the same time. The contour line chalice and rays of light can be easily understood by the non-religious as well. At the beginning the background was planned to be golden surface. The gold colour and black contour suggests reference to icons and to Christ. In the spirit of simplification and reduction, the background has also been simplified to white. In the virtual world, other than the simplification of images, there are no set rules for image formation.

Applicability is of greater importance to designers. Typically, small icons are used for the loading image. We dare to think in an unconventional way and make our starter image larger, emphasizing its uniqueness among other applications.

Pre-Study

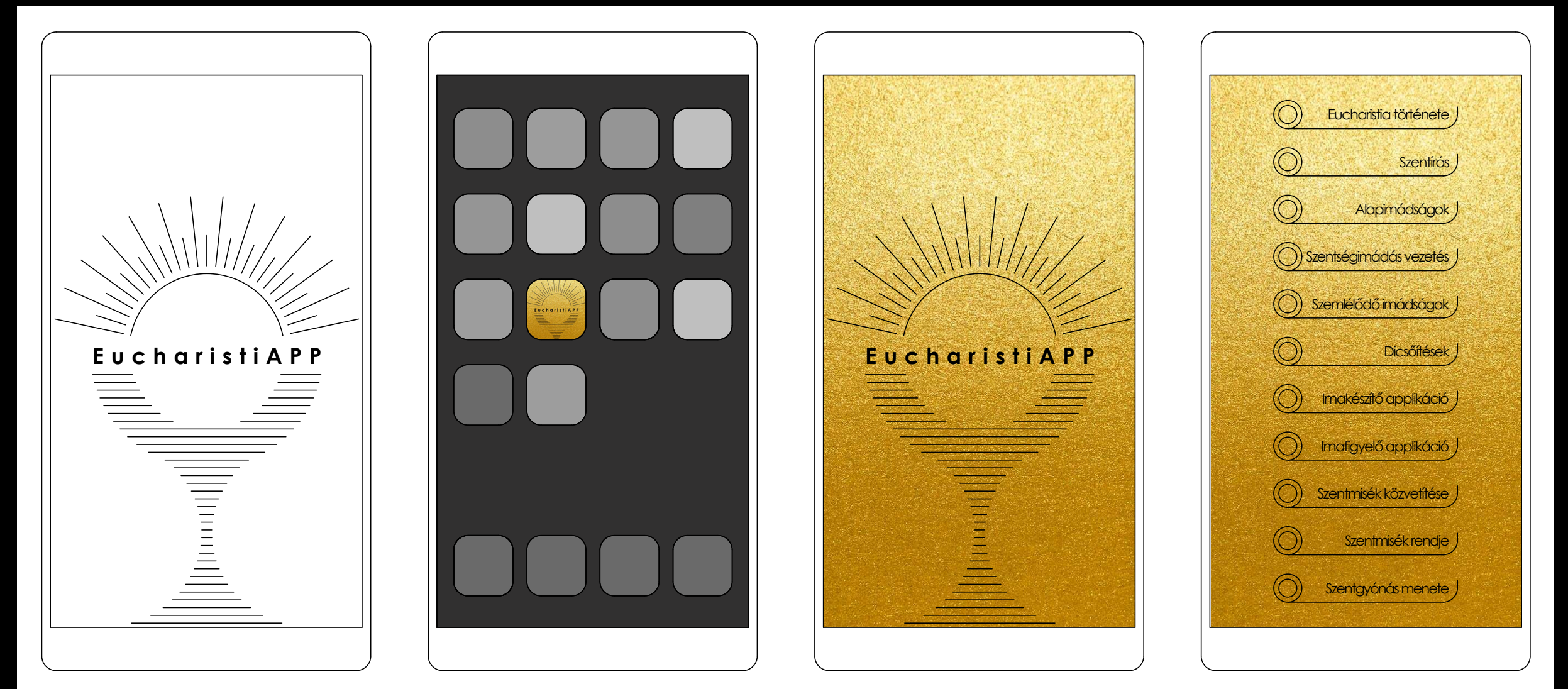
Competition work of Julianna Fodor
December 2019



Eucharist – chalice – shine – graphics – gold

Pre-Study

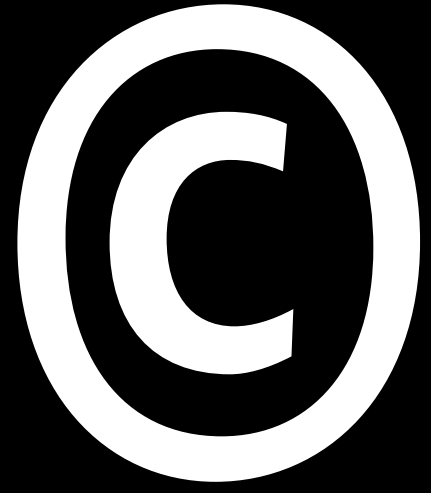
Competition work of Julianna Fodor
December 2019



About the project

The first phase of the development of the EucharistiAPP was a separate project organized by the Esztergom-Budapest Archdiocesan Religious-Education Office, Hungary, as an ongoing formation for catechists. The training project was called a Creative Catechetical Exhibition. In the preparatory phase of the program the catechists who applied participated in an Ideas Completion that set the stage for a common project. The final group of three met online for half a day on February 29, 2020. Then – alongside regular consultation – we tested the movements of the application in Religious Education classes. These took place in schools and in parishes. The results were published on March 25, 2020. The project of the Creative

Catechetical Exhibition can be considered as the first step of the creation of the Creative Catechetical Workshop (abbr. CCW). The main pedagogical idea of the creation of the CCW was that catechesis touches the person in a deeper way. It invites them to fulfil their mission as Christian people and to evangelize in a more comprehensive way. This can all happen if all the participants experience the creative dimension of the catechesis. The creativity of the catechesis could refer to the manifestation of God's creating power in one case and the experience of the human desire to create in another case. That is the reason why not just catechists have a place in the Creative Catechetical Workshop, but students and artists who have the ability of creating and have experiences of the Church as well, because Christians who take part in the catechesis *“especially if adults, can contribute to catechesis, by pointing out the most effective ways of understanding and expressing the message such as: ‘learning while doing’”* (General Directory for Catechesis, 157).



Áron Babos, Julianna Fodor, Teréz Nagy

Translated by Balázs Fülöp

March 25, 2020

on the feast of the reception of God's Word
also known as the Feast of the Annunciation