

# **Model Building**

**How to use System Dynamics to build a model**

**Illustrated by building a simple church growth model**

**John Hayward**

**University of Glamorgan**

**Wales UK**

**Church Growth Modelling**

**[www.churchmodel.org.uk](http://www.churchmodel.org.uk)**

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# Model Building

## Church

## Uses Stella 9.1.3

When we start model building it is normal to think of the central element in the model.

In the case of church growth the obvious place to start is the church. This is our first element.

This immediately asks two questions:

1. What do we mean by church? All those who believe? All those who attend a service? All who are members? All who are part of some wider Christian community? Visible or invisible church?
2. Which ever one of these is chosen, then how is it measured? E.g. if it is those who attend a service then which services, and how regularly?

We don't need to specify for now which of these concepts of church we are thinking of, unless it becomes needed for the model. However good modelling will always note these questions as it proceeds.


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# Stock Accumulation

Church



The element above is called a stock accumulation, or stock for short. It represents the church.

It captures the type of element which accumulates over time. A good examples is a bank balance, if money is deposited it stays there and at the same value, unless more is added (perhaps through interest), or some is withdrawn. I.e. what is there today will still be there tomorrow, unless there is some action to change it. It is not there and gone in an instant.

For a church of 50 people it will remain a church of 50 people week after week unless people join, leave or die. Thus a stock is a suitable element for a church, whether membership or average attendance.

A stock can be photographed. If you take a snapshot at a particular time you can see its value without any ambiguity. Just think of a church photo with all the people in rows. This helps justify church as a stock.


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# Stock Accumulation

Church



A stock can also be pictured as a bath tub that contains a fixed amount of water at any time.

It will not change unless the tap is turned on or the plug is pulled. It is easy to picture it with a level of water inside. However unlike a bath there is no automatic limit to it filling to the brim and overflowing!



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Interface Map Model Equation

come to church

Church

# Hypothesis

We now set our first hypothesis: 10 new people come to church each year.

A hypothesis is a statement of what we believe is the cause of the behaviour we see. In system dynamics it is called a dynamical hypothesis because it is believed to be the explanation of how some quantity changes over time.

We have seen a church grow – thus we have hypothesised that it is caused by a fixed number of people joining each year. The specific number of 10 is just so we can picture the consequences and is not really part of the hypothesis.

Our dynamic hypothesis is: A constant number of people join church each year.

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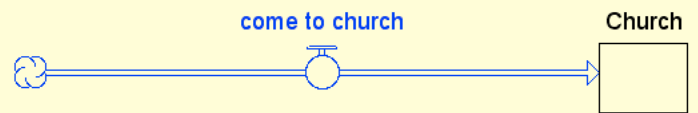
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Interface

Map

Model

Equation



## Flow “per year”

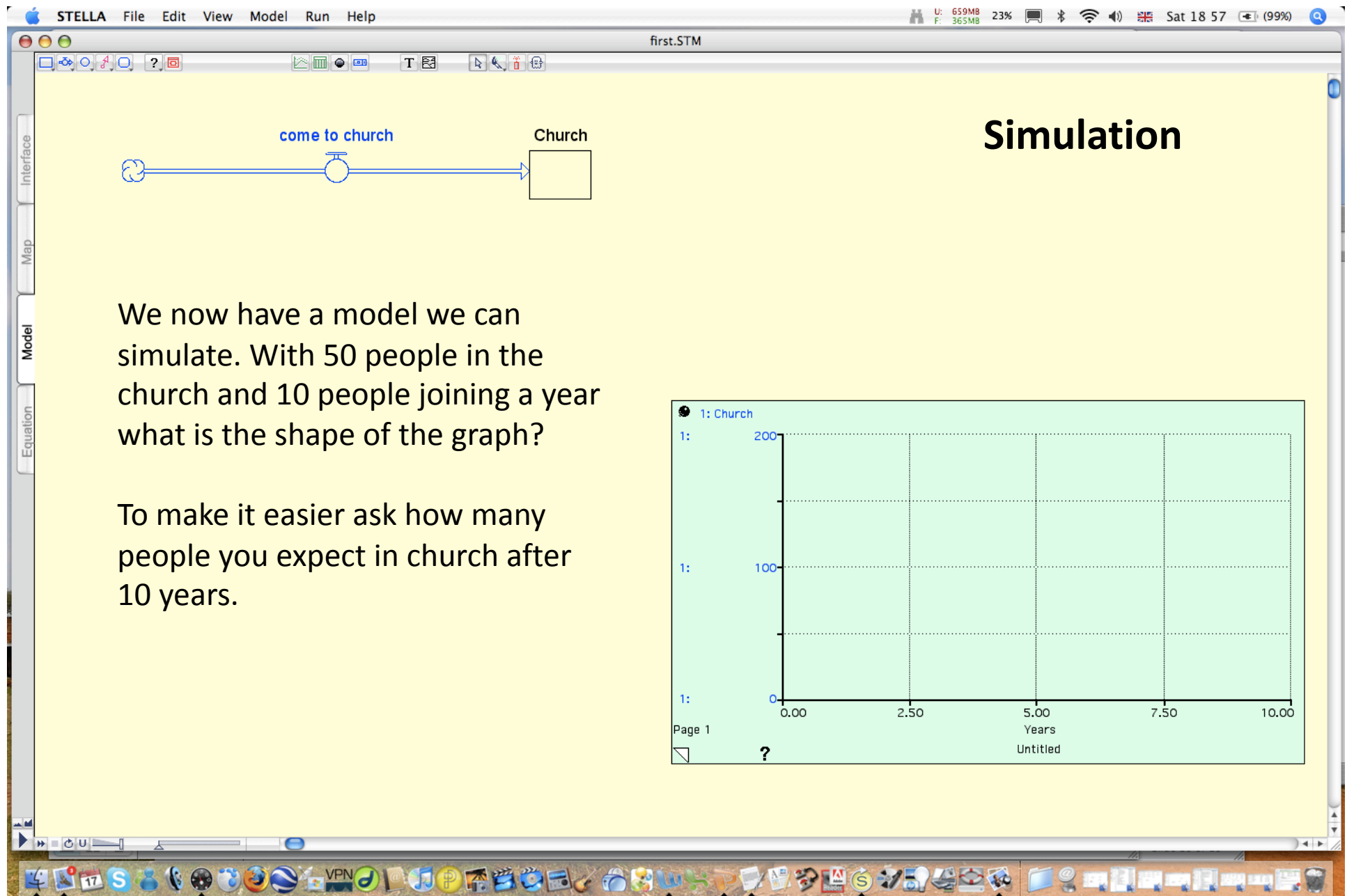
The hypothesis in this case is represented by the element “come to church” which is called a flow.

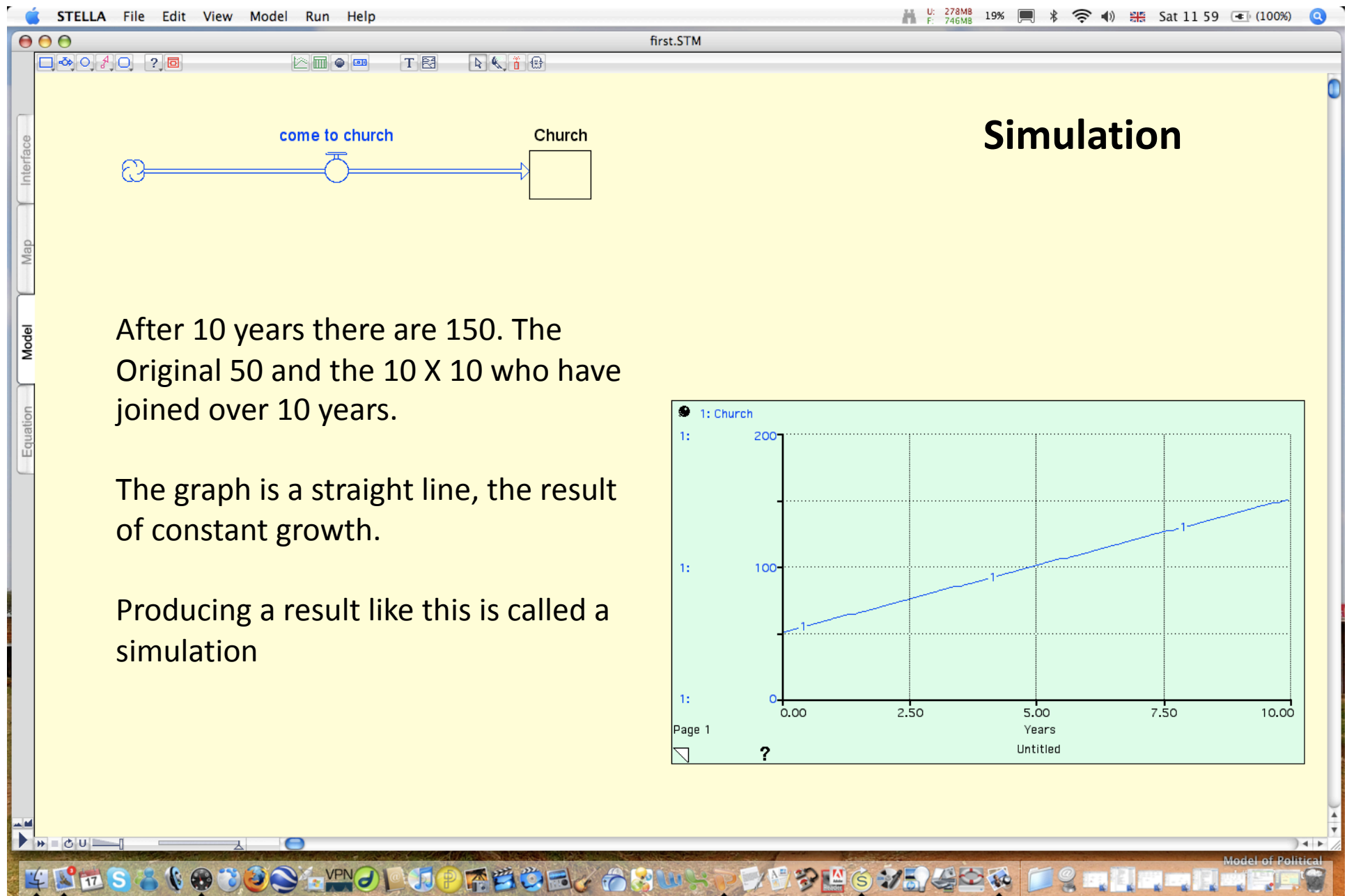
A flow is also called a rate and is different from a stock in that it measures what happens over a period of time, not what is there in an instant. Thus our flow has a value of “people per year”, unlike the stock which is just “people”.

There are 50 people in the stock, and 10 people per year joining.

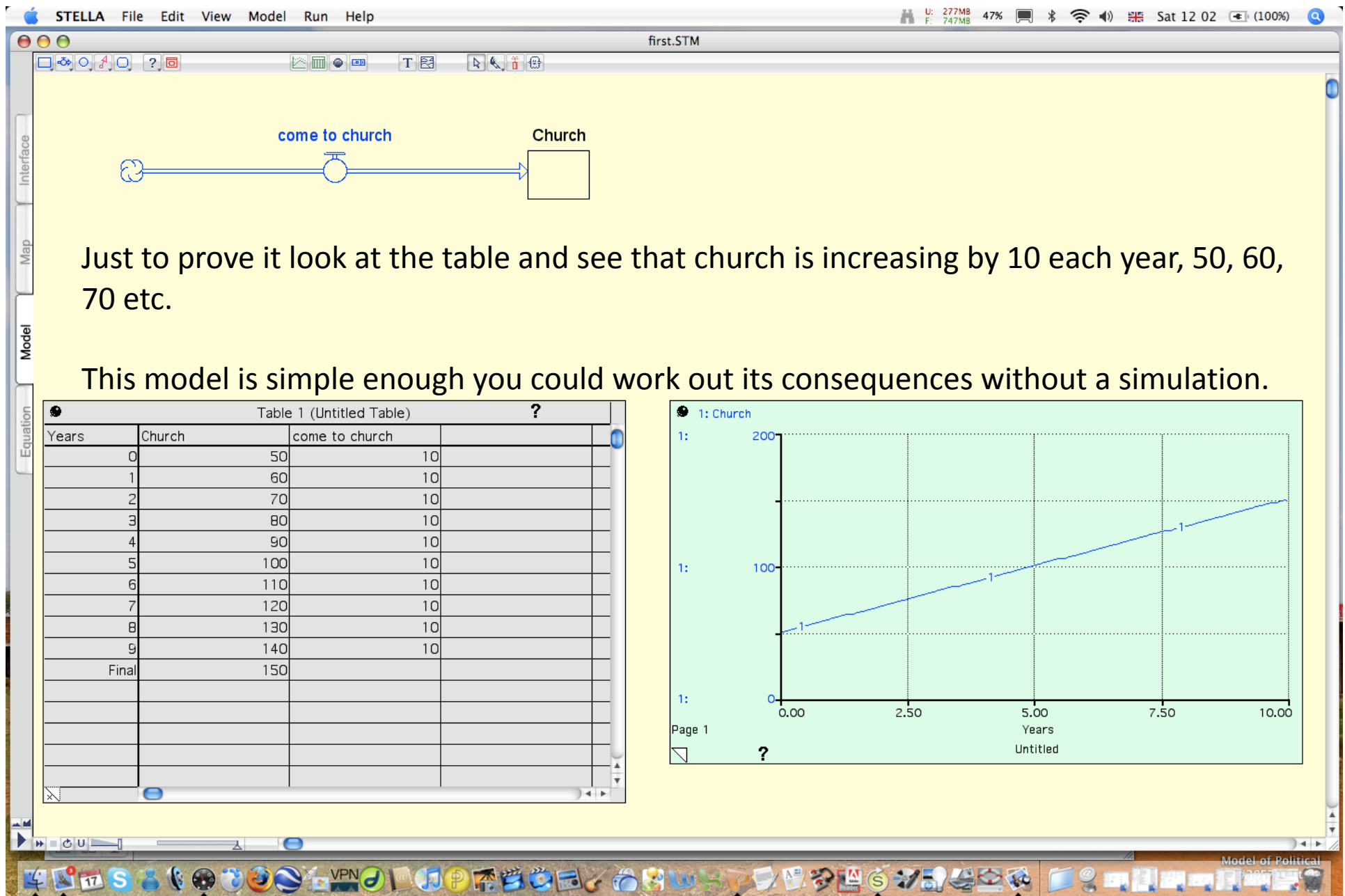
A flow is like a tap with water gushing into the stock. A flow cannot be photographed, if we did it would be a blur, because it is moving. The flow can only be measured with reference to a time period. So we can say 10 people join a year, or 2.5 every quarter, on average. But we cannot say how many join *this instant*.

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Interface

Map

Model

Equation

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graph LR; Inflow(( )) -- "come to church" --> Church[Church];
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## What is Missing?

Clearly a lot is missing from this model. We know this for at least two reasons

1. We know churches do not increase indefinitely. I.e., there are observational reasons for believing that more must be added to the model. Our current model cannot reproduce what we see.
2. Theoretically we know there are processes missing. We know people leave church, indeed because of our knowledge of people we know that they die. Thus our model, regardless of its behaviour, does not represent what we know.

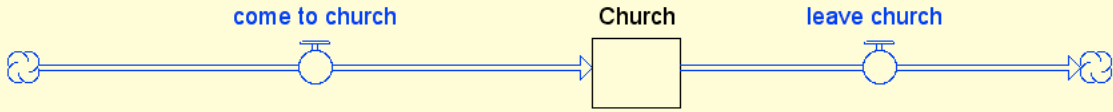
However we are constructing our model one step at a time. This is done so that we can see the consequence of every hypothesis we make.

We validate a model through both observation of the world and our knowledge of how the the world works.

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**Hypothesis: People Leave**

For our second hypothesis we will claim that people leave the church, as well as join. This is represented by the flow going out of the stock. A flow going out of a stock is like the plug on a bath, it lets water out.

There a many reasons people leave a church: move home, change churches, give up the faith. The reasons for changing a church can be broken down more as well.

To keep things simple we will not model these reasons in detail. It is unlikely there is enough data to be able to make a precise model of these reasons.

Interface  
Map  
Model  
Equation

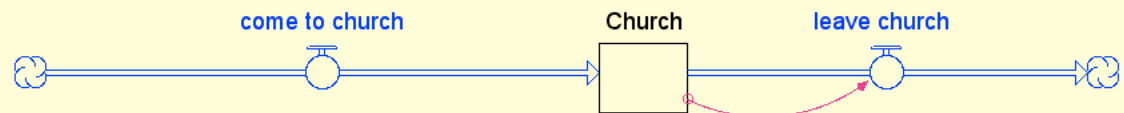
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**Bigger the church → more people leave**

Instead we will claim that the bigger the church the more people leave.

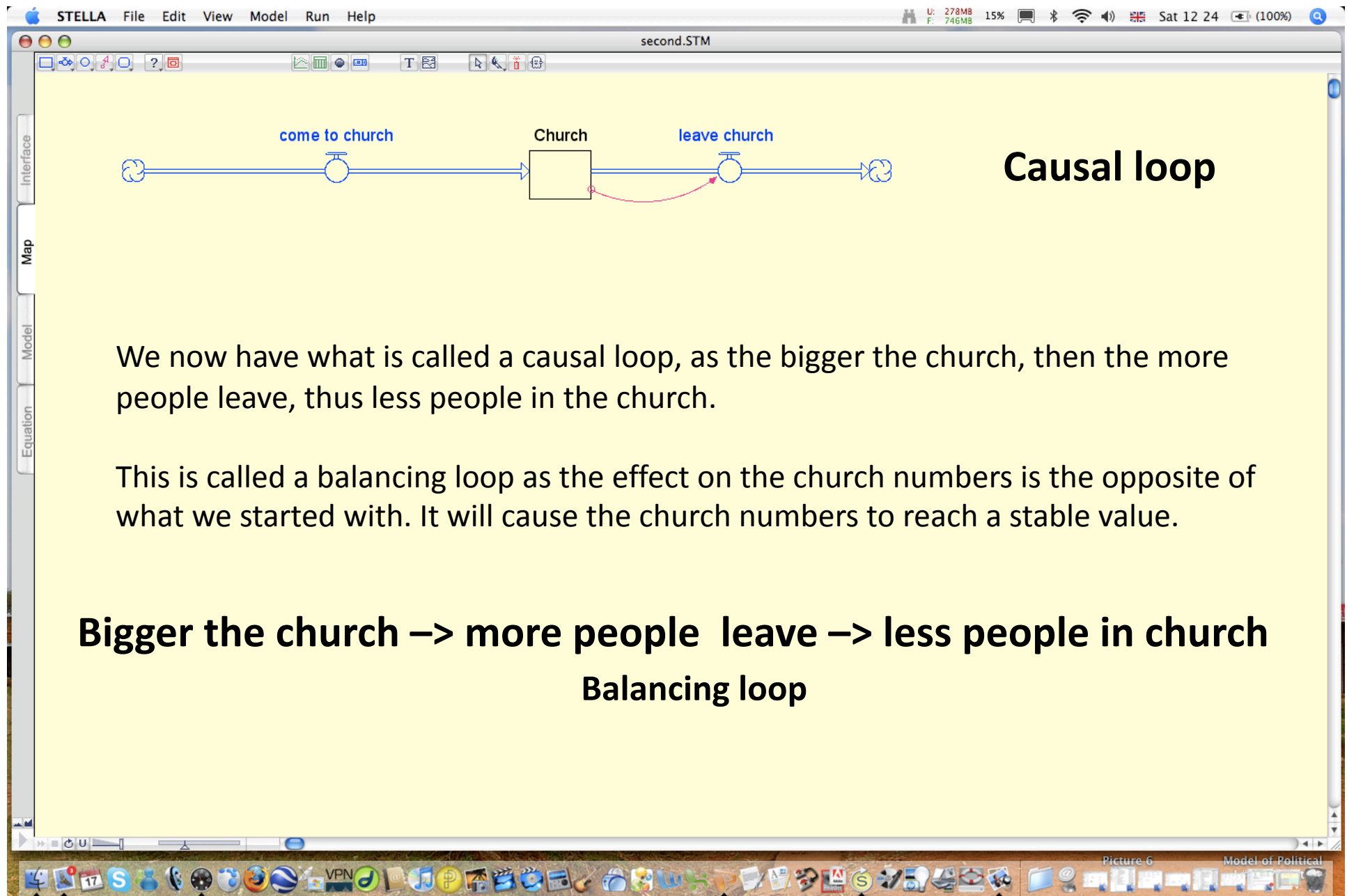
This is a reasonable claim as leaving is a normally a personal decision, so if each person acts independently then on average a person stays in church a fixed period of time. Thus the more people the more will leave.

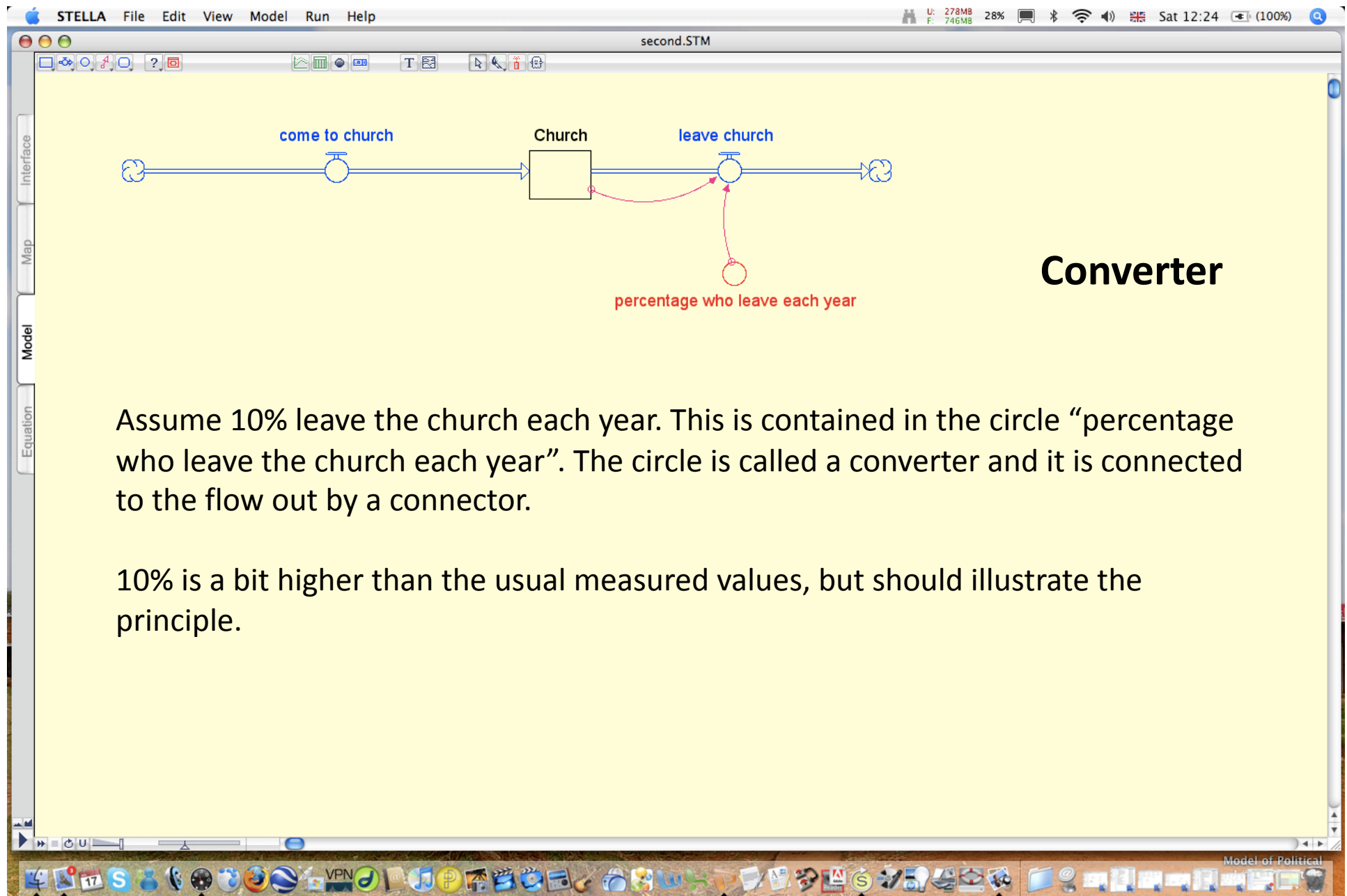
This is called a causal link and is represented by the curved arrow from “church” to “leave church”. This arrow is called a connector.

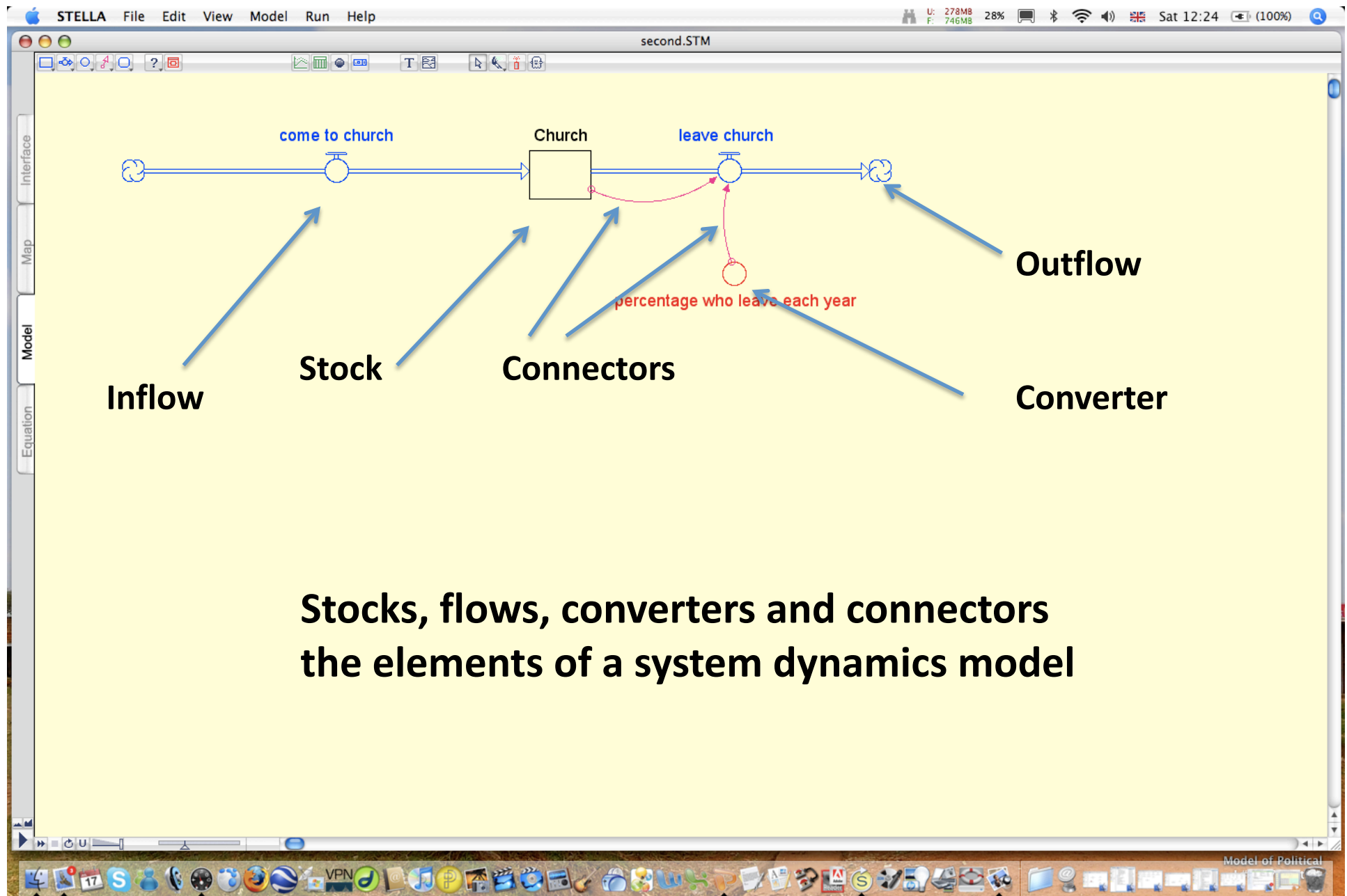
This process is used with percentages. Generally the losses from a church are around 5% a year (excluding deaths).

Interface  
Map  
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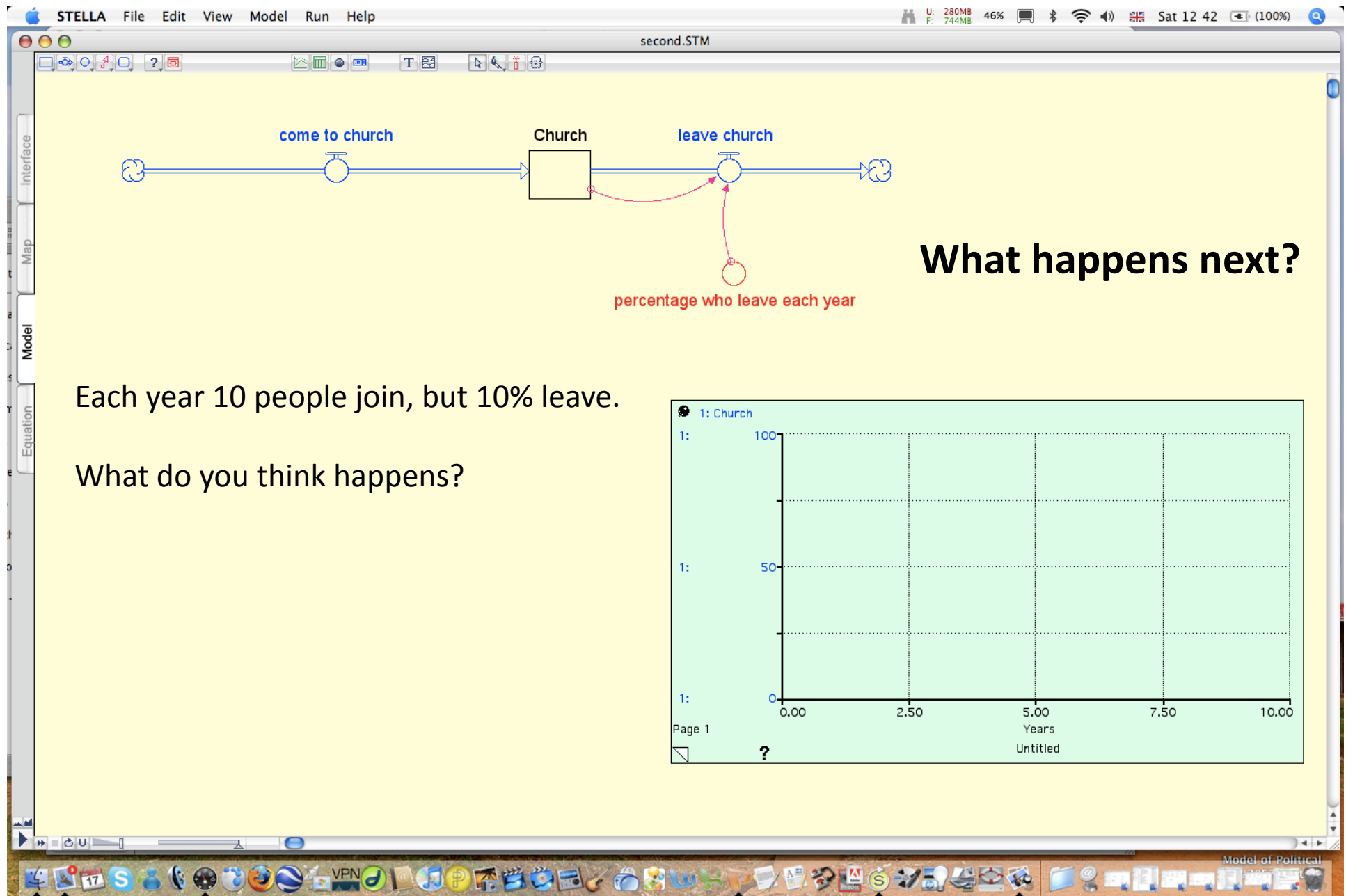
Picture 6 Model of Political



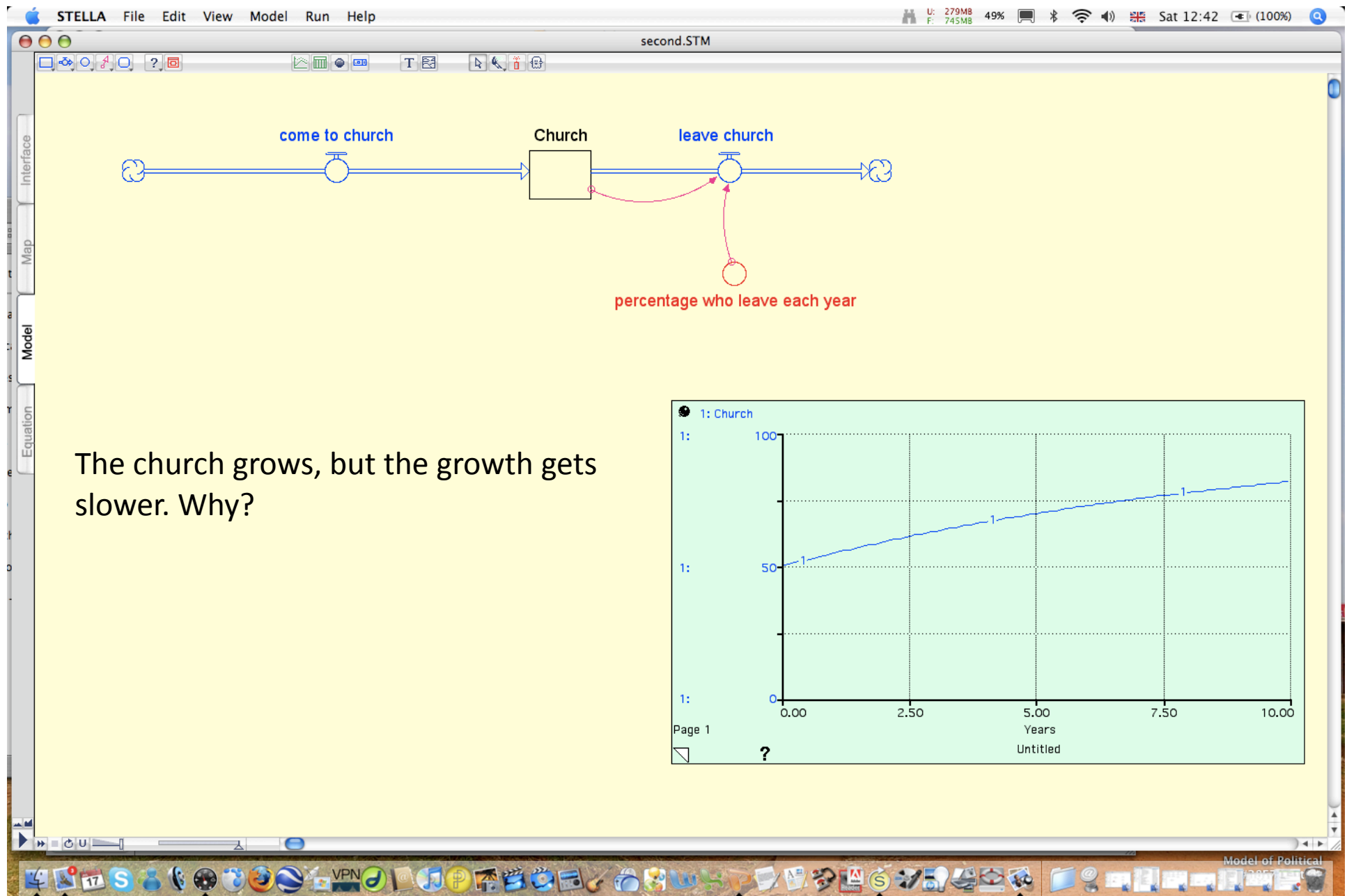


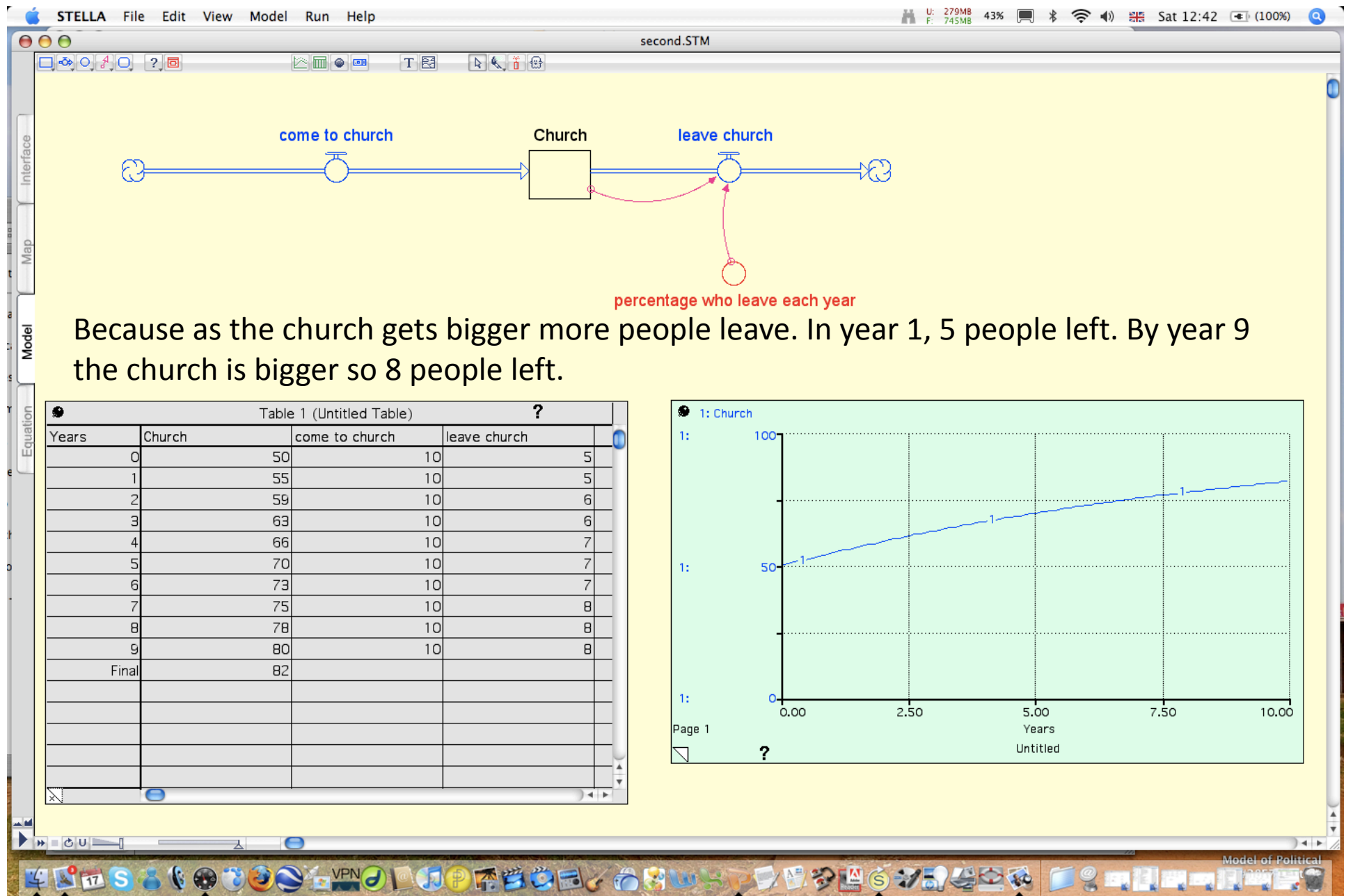


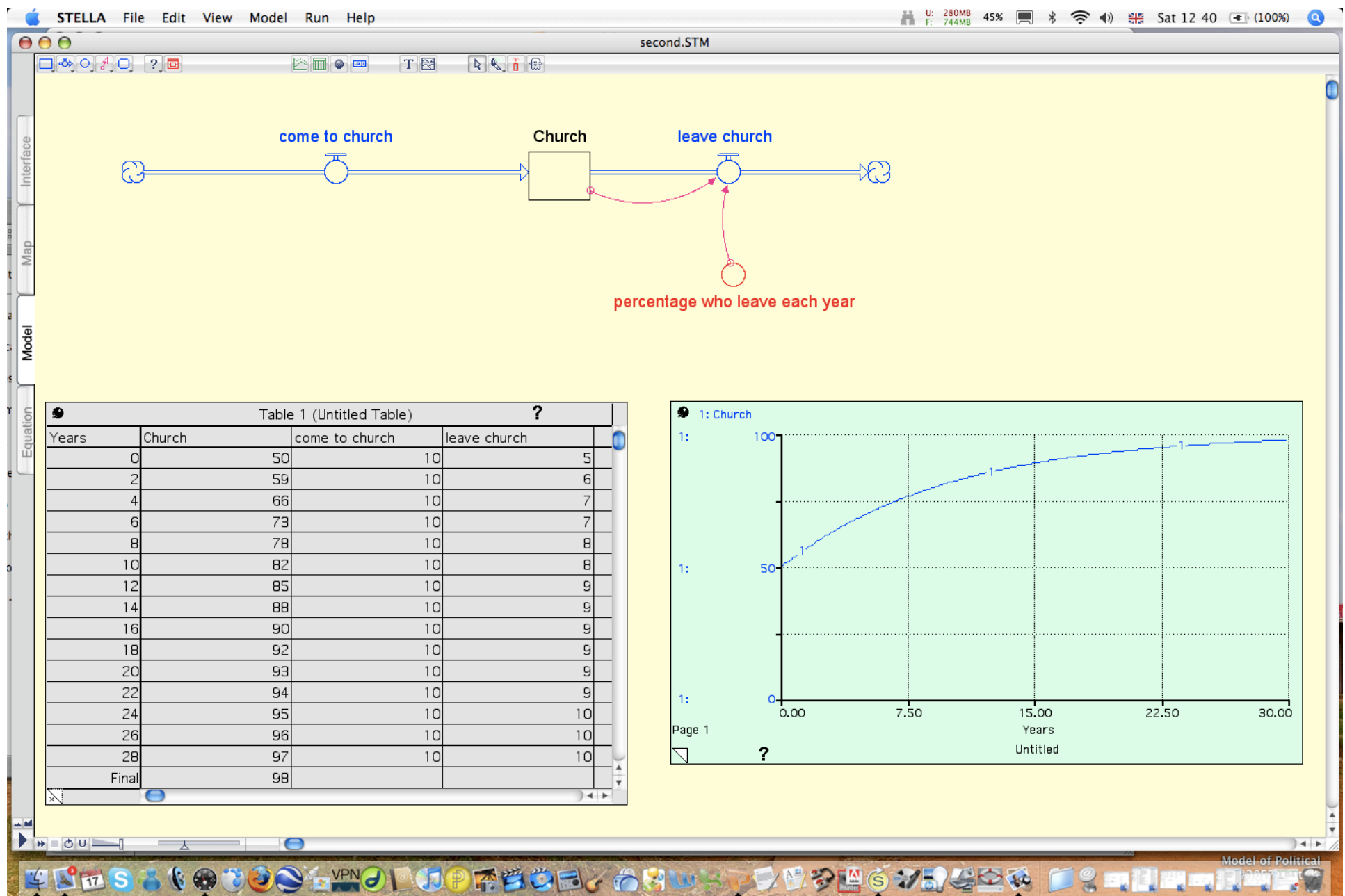




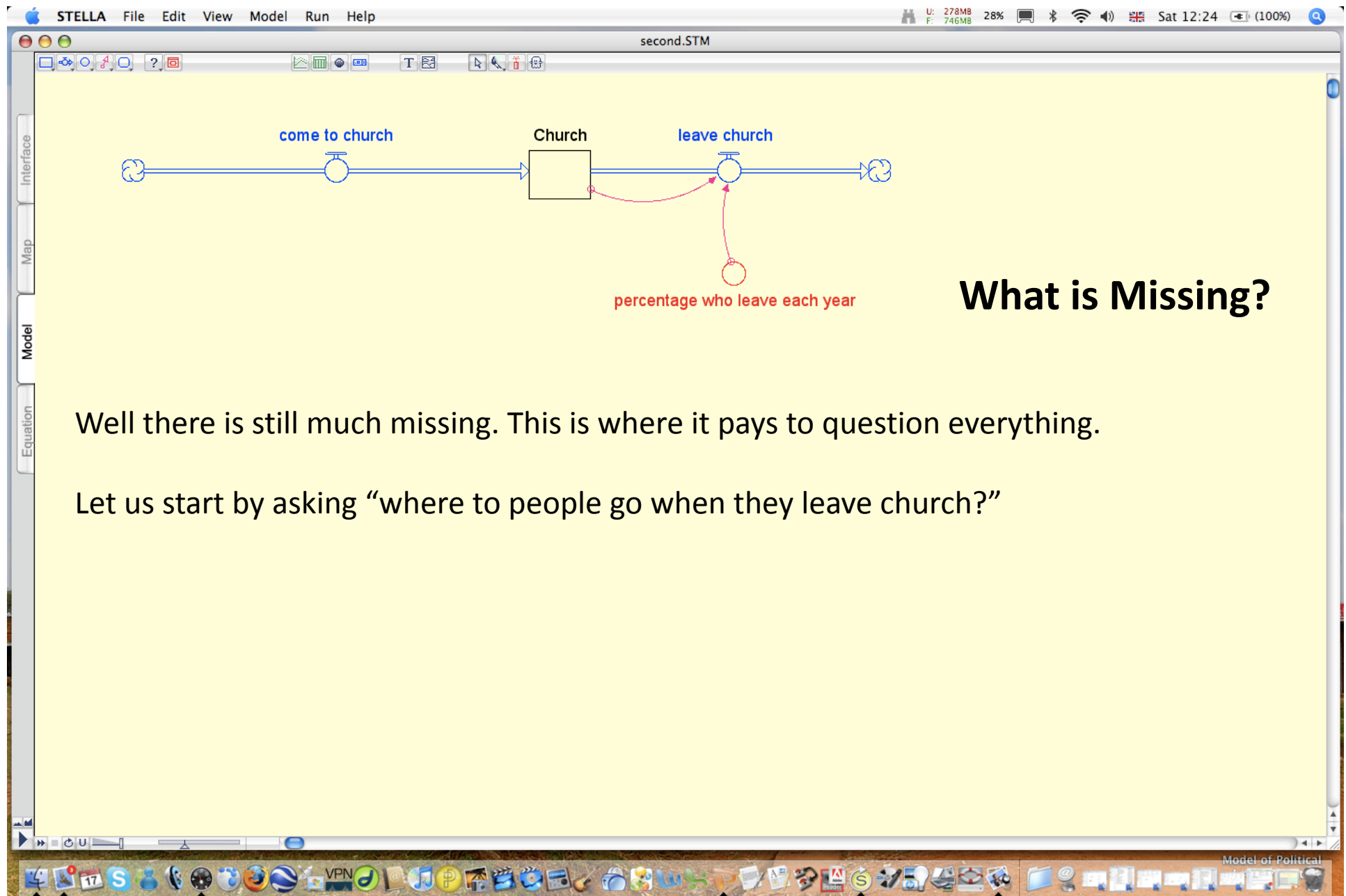


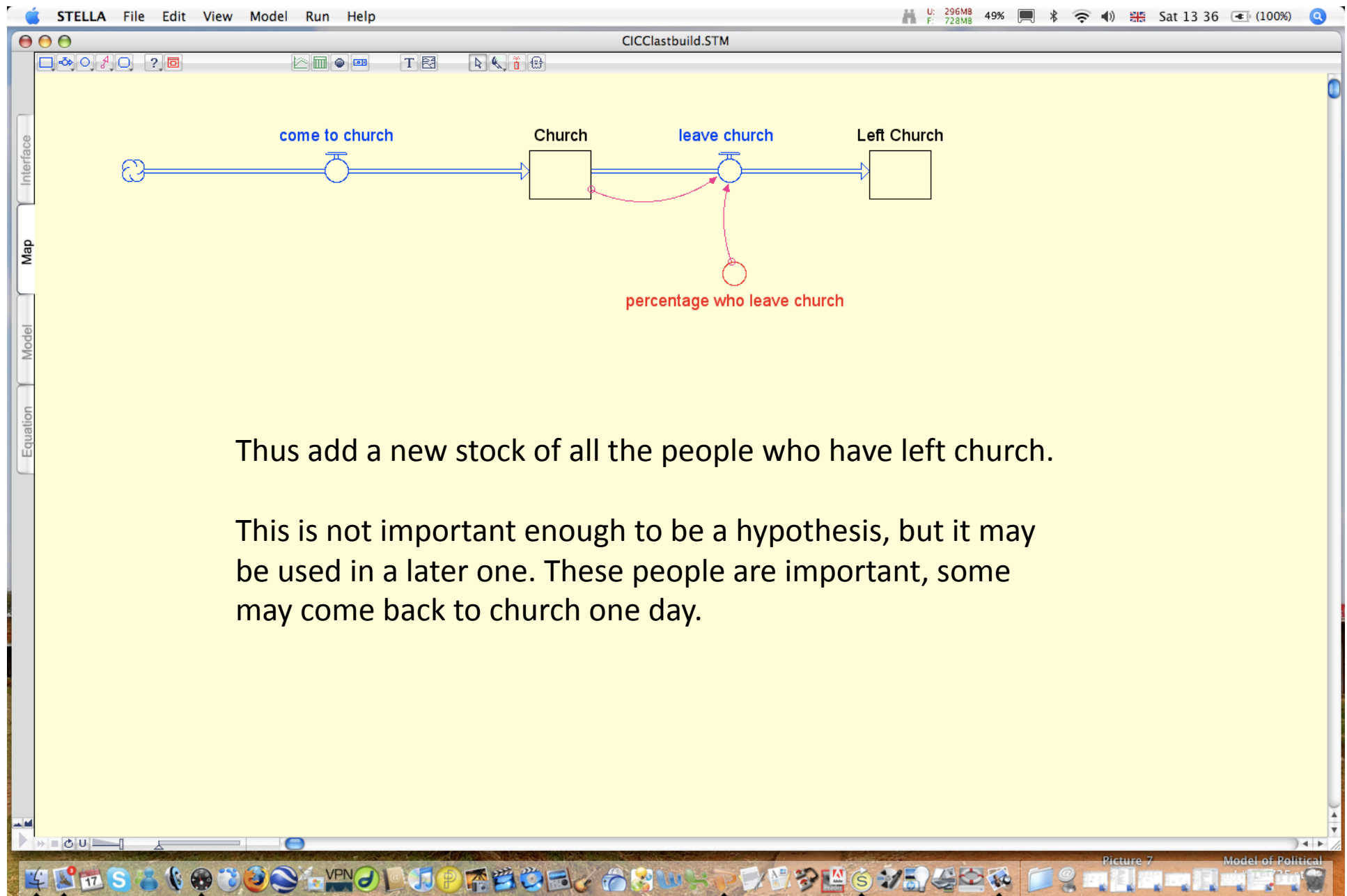






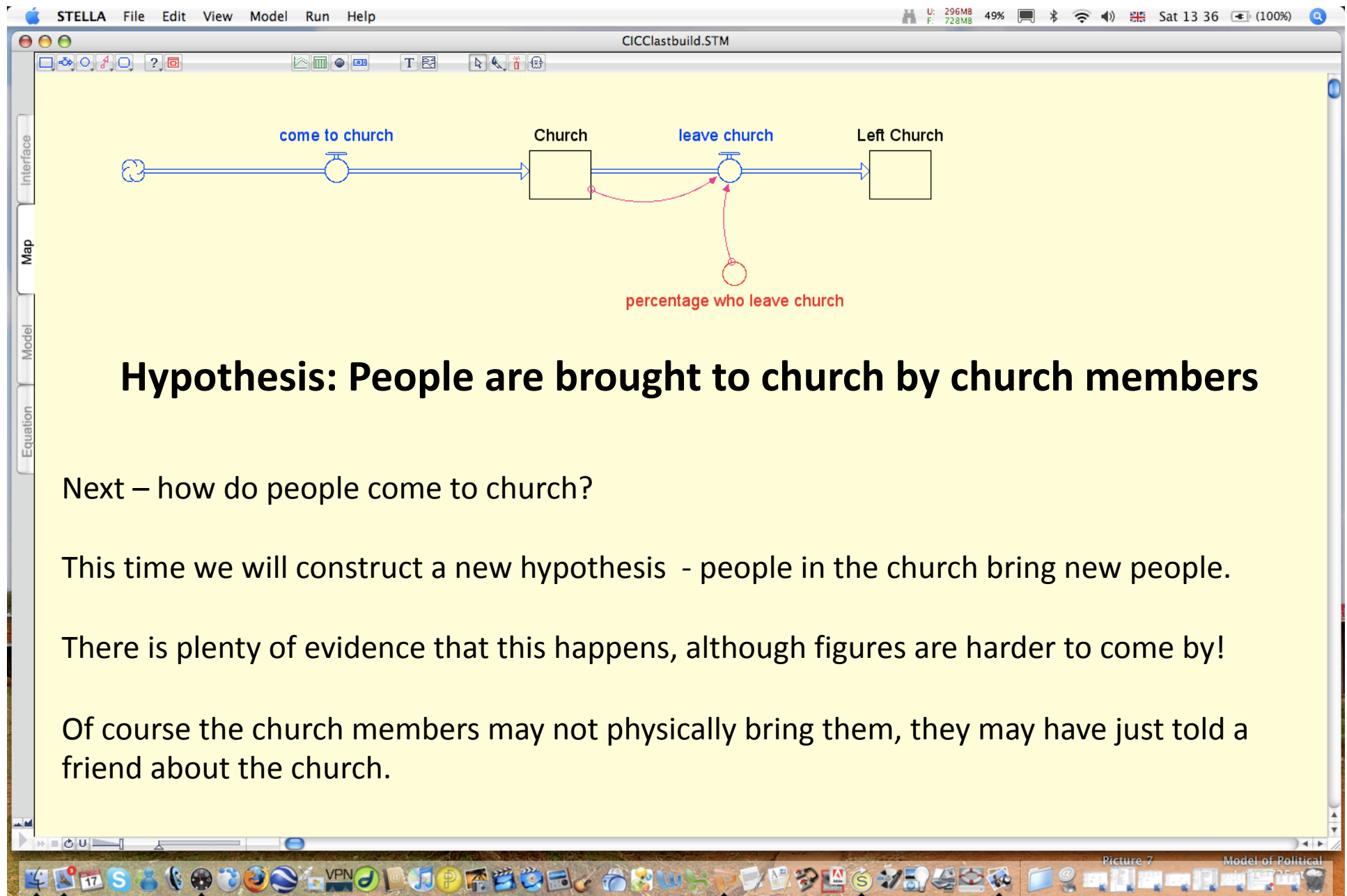
Run the simulation on to 30 years and the church stops growing as the number of people leaving equals 10, the same as the number joining. The balancing loop has “balanced the church”.





Thus add a new stock of all the people who have left church.

This is not important enough to be a hypothesis, but it may be used in a later one. These people are important, some may come back to church one day.



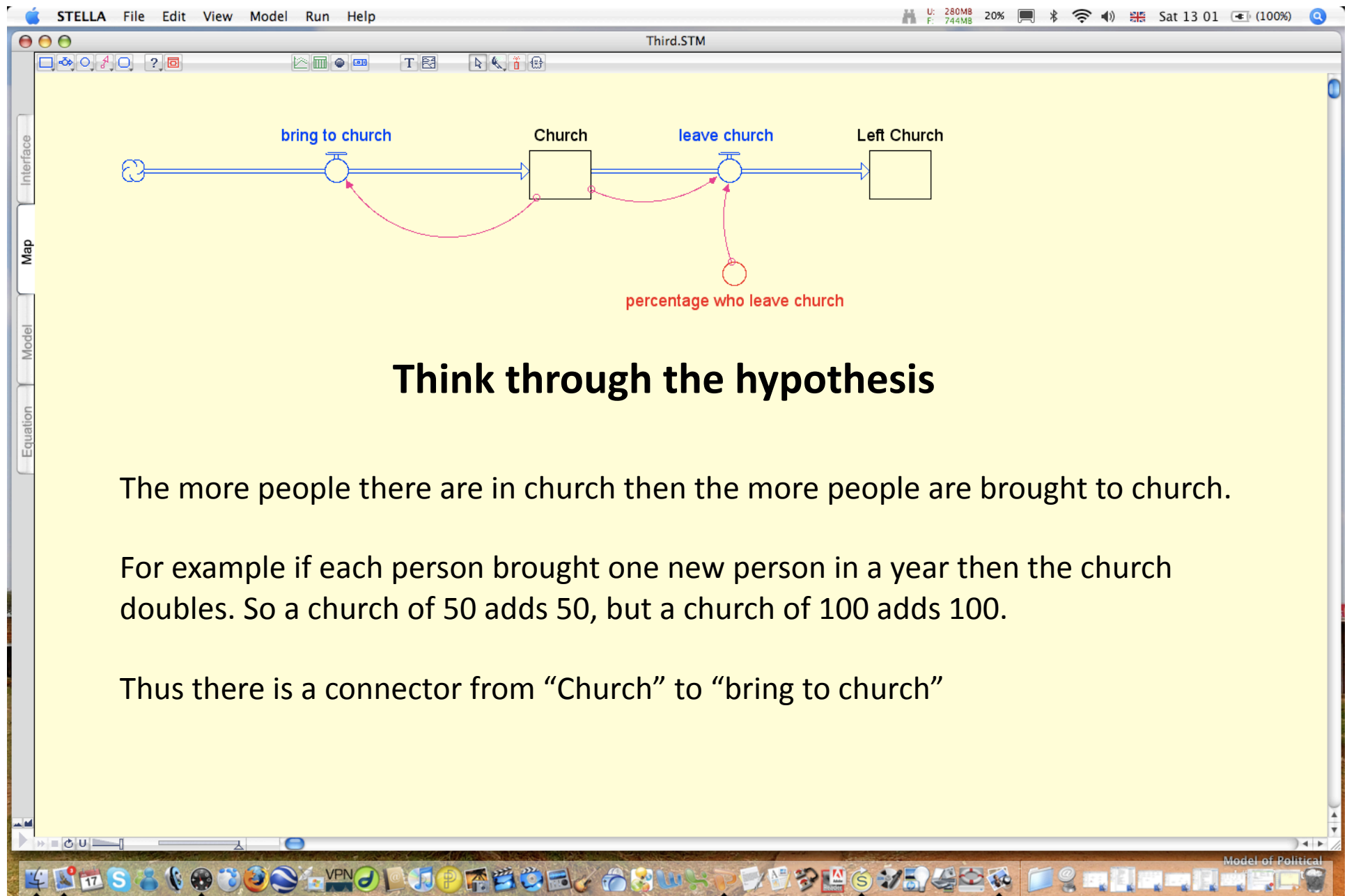
## Hypothesis: People are brought to church by church members

Next – how do people come to church?

This time we will construct a new hypothesis - people in the church bring new people.

There is plenty of evidence that this happens, although figures are harder to come by!

Of course the church members may not physically bring them, they may have just told a friend about the church.

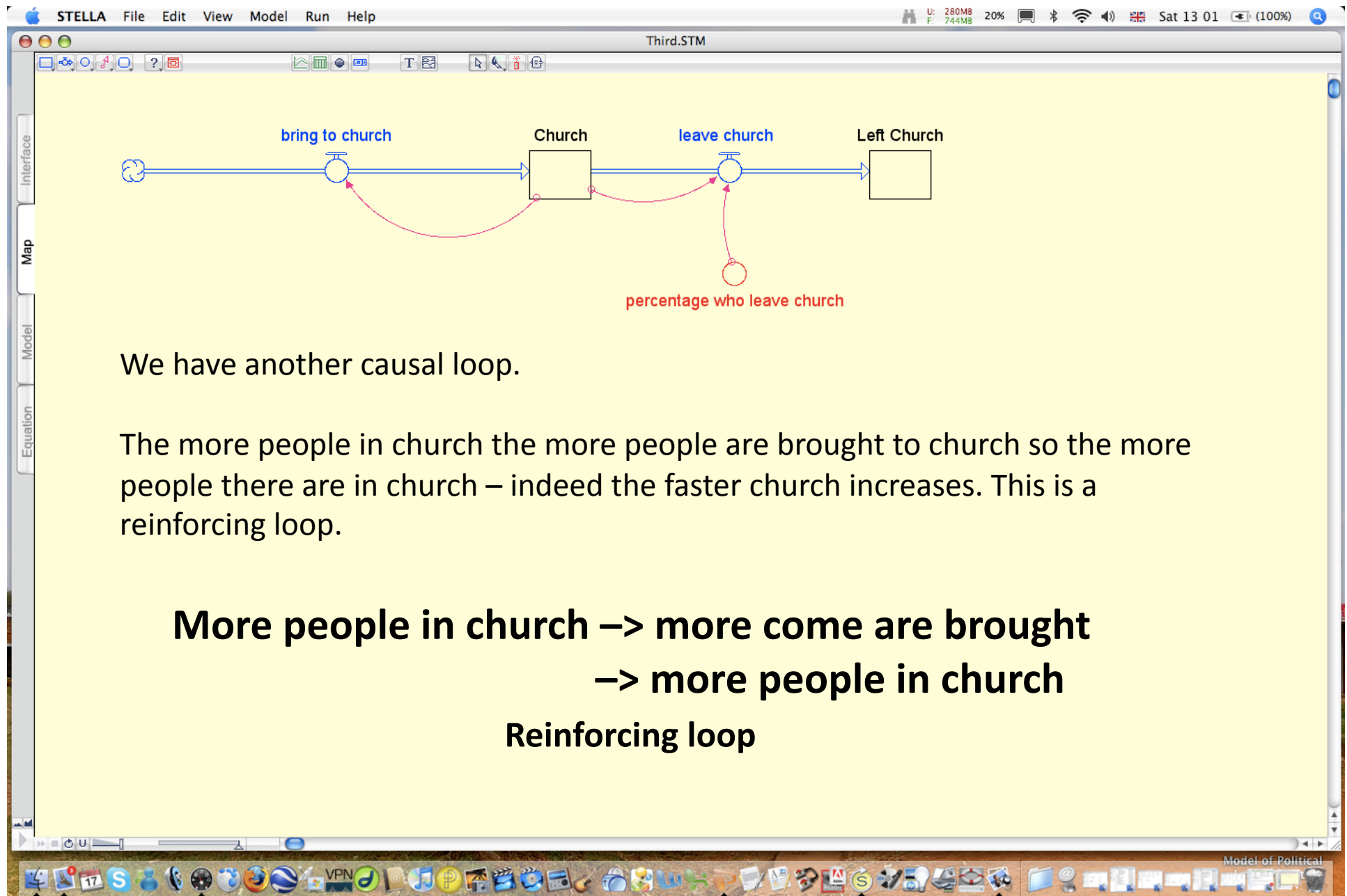


## Think through the hypothesis

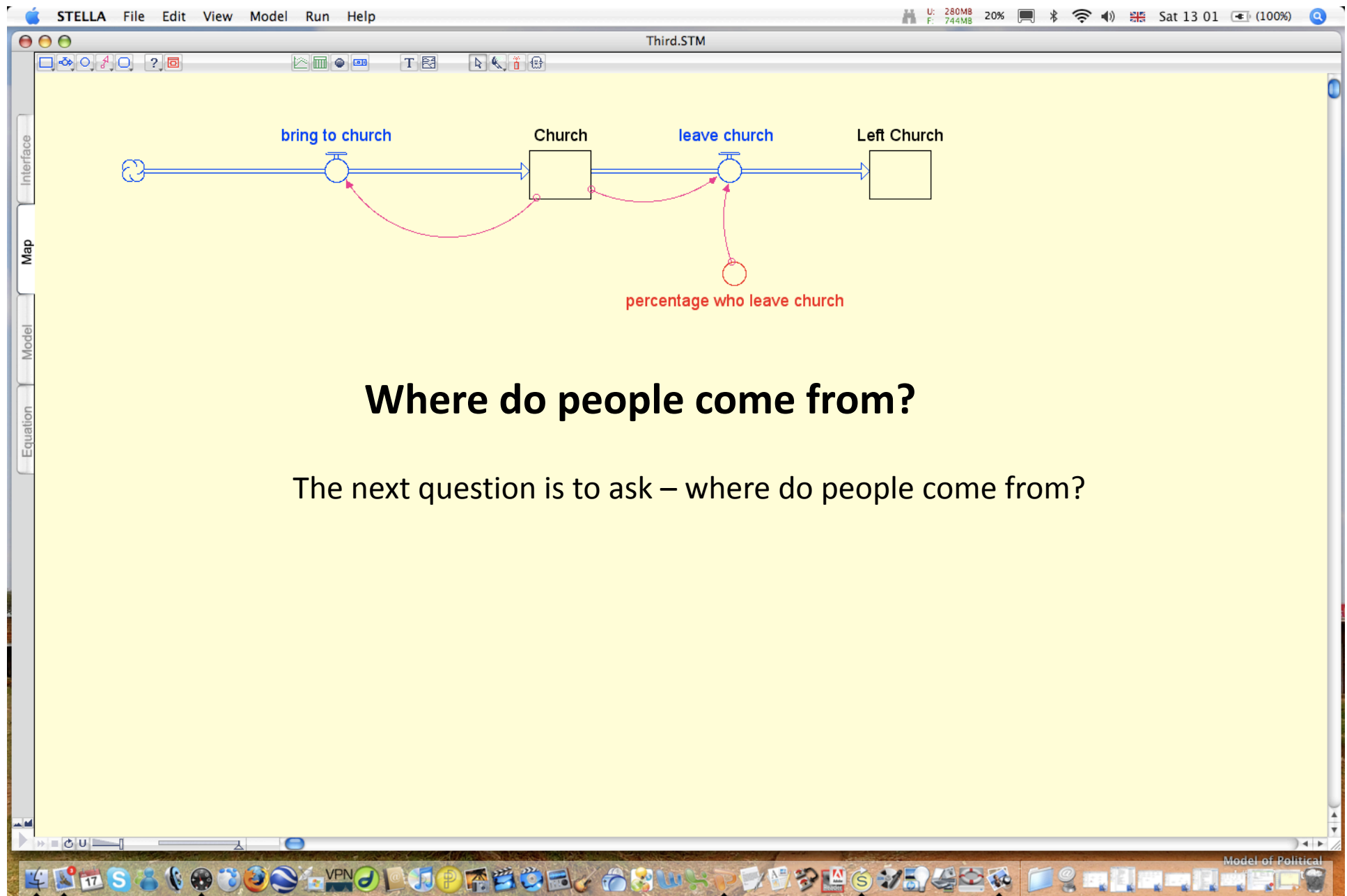
The more people there are in church then the more people are brought to church.

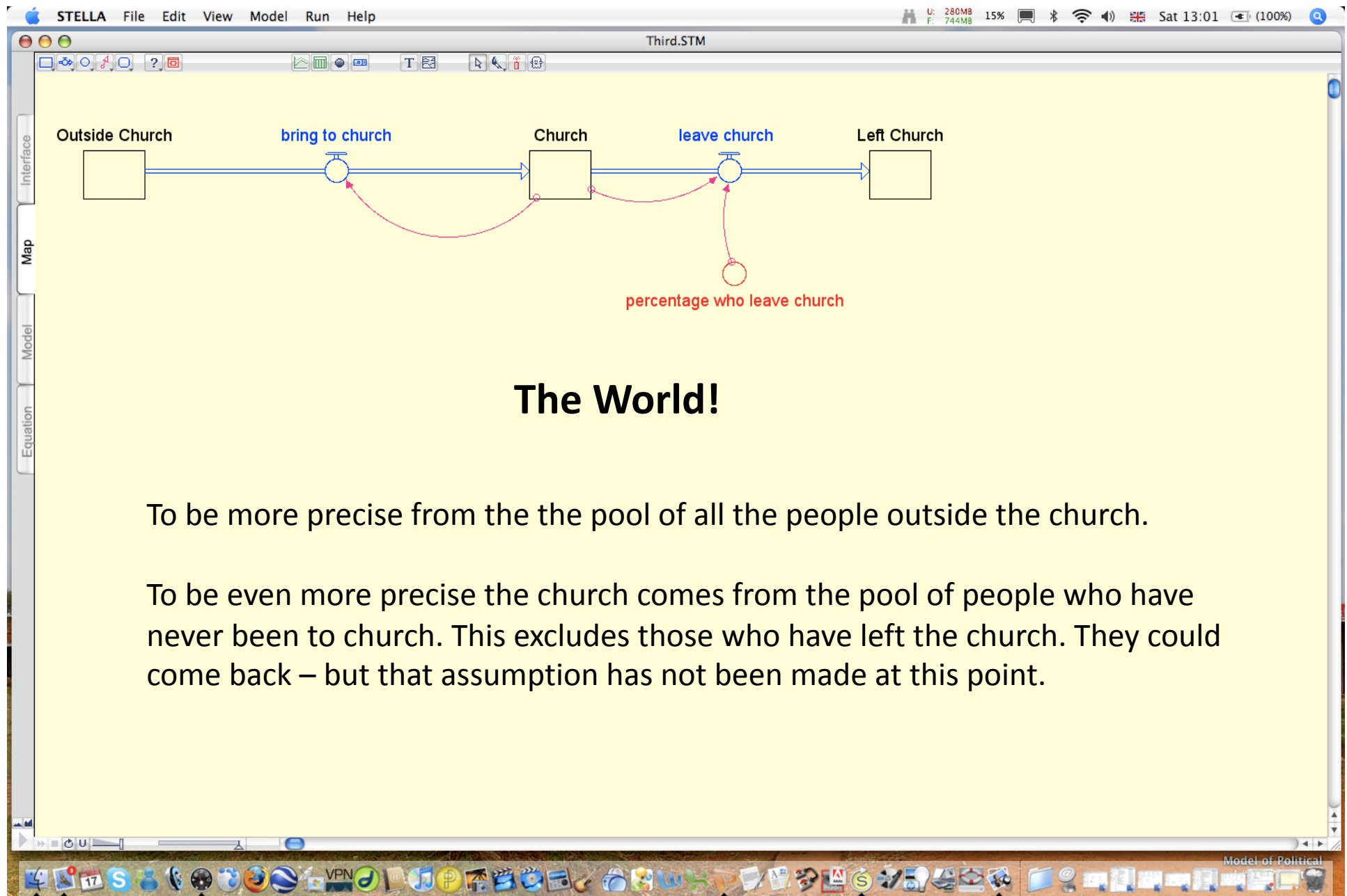
For example if each person brought one new person in a year then the church doubles. So a church of 50 adds 50, but a church of 100 adds 100.

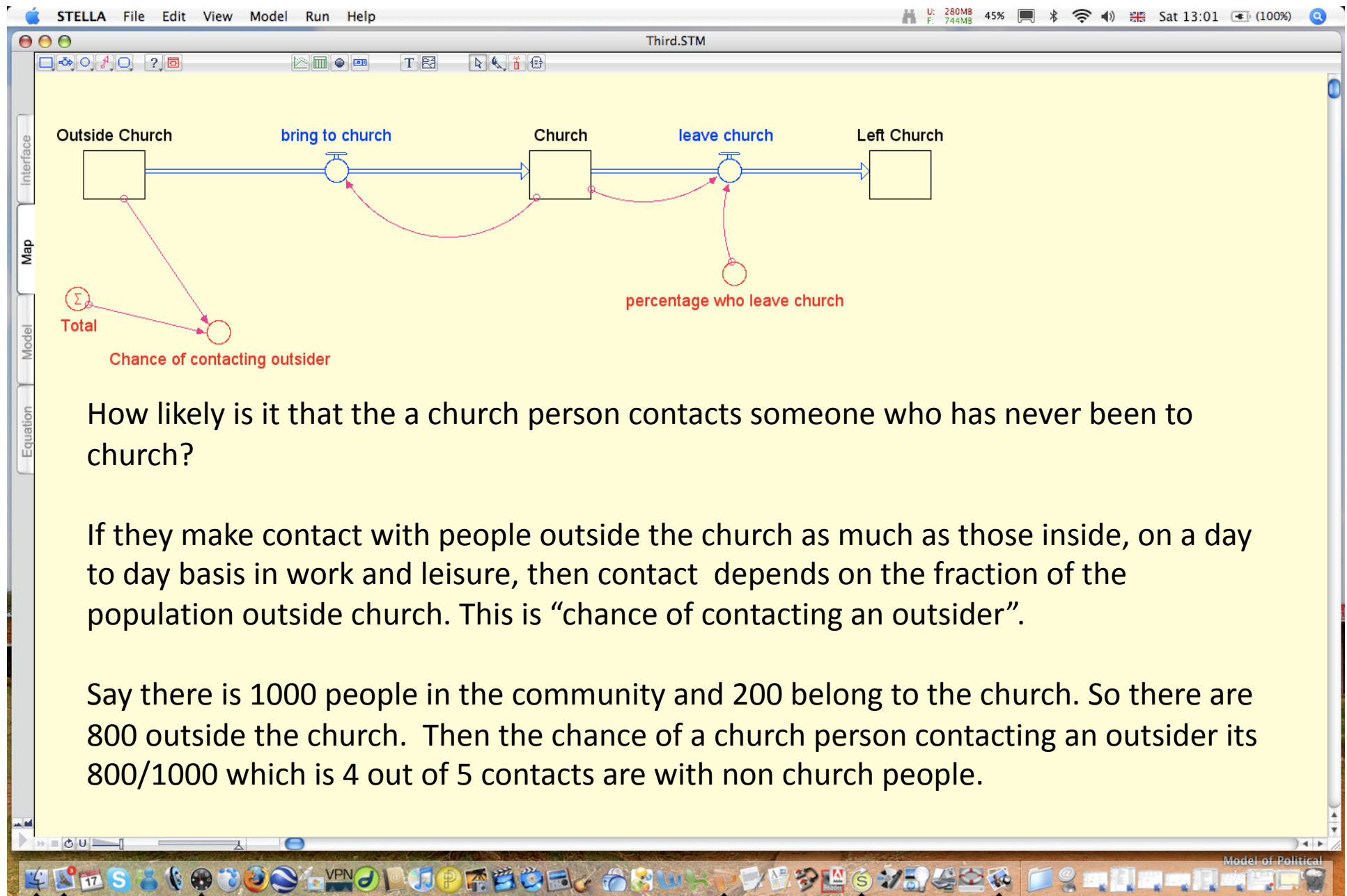
Thus there is a connector from “Church” to “bring to church”

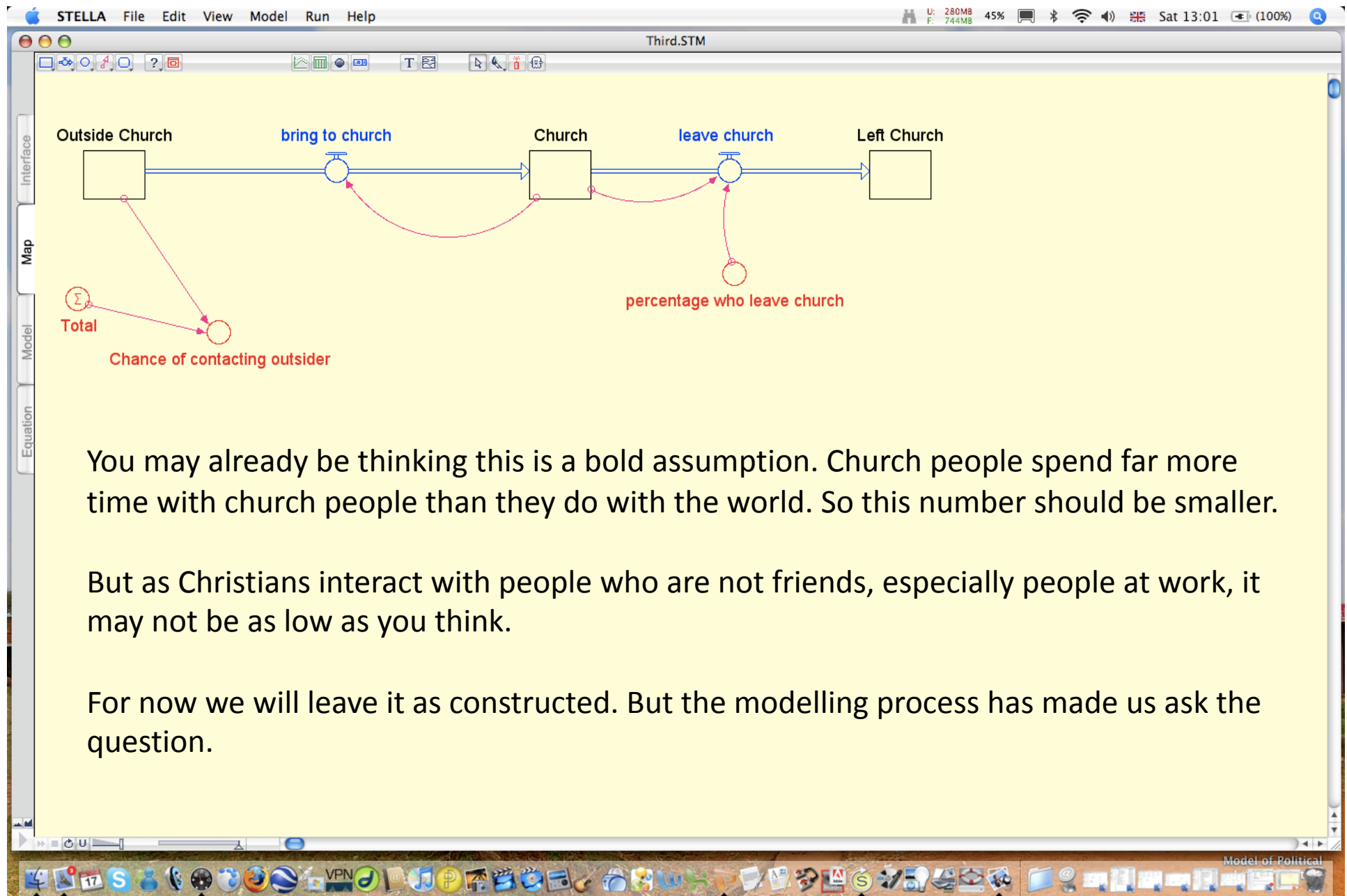


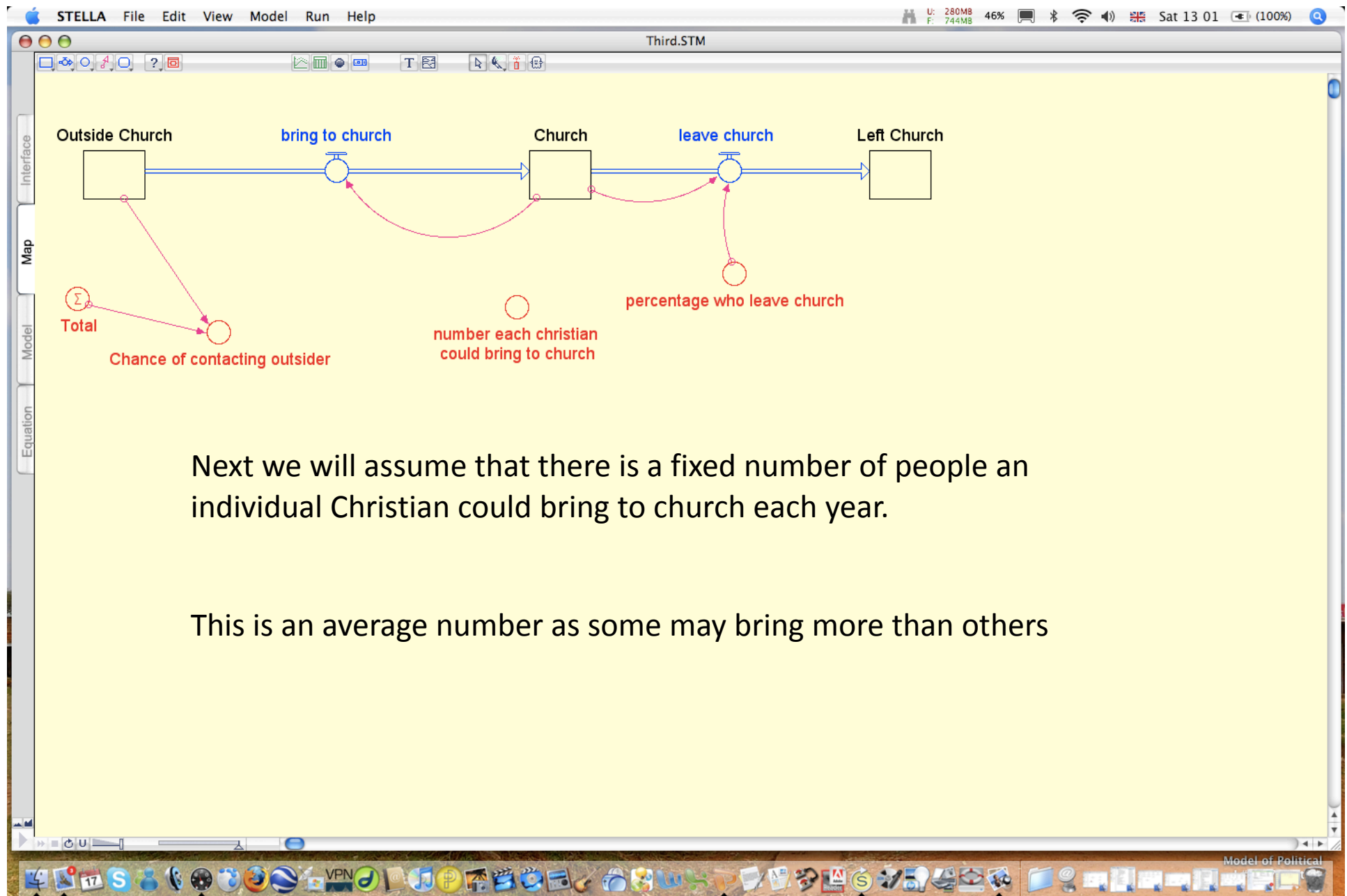


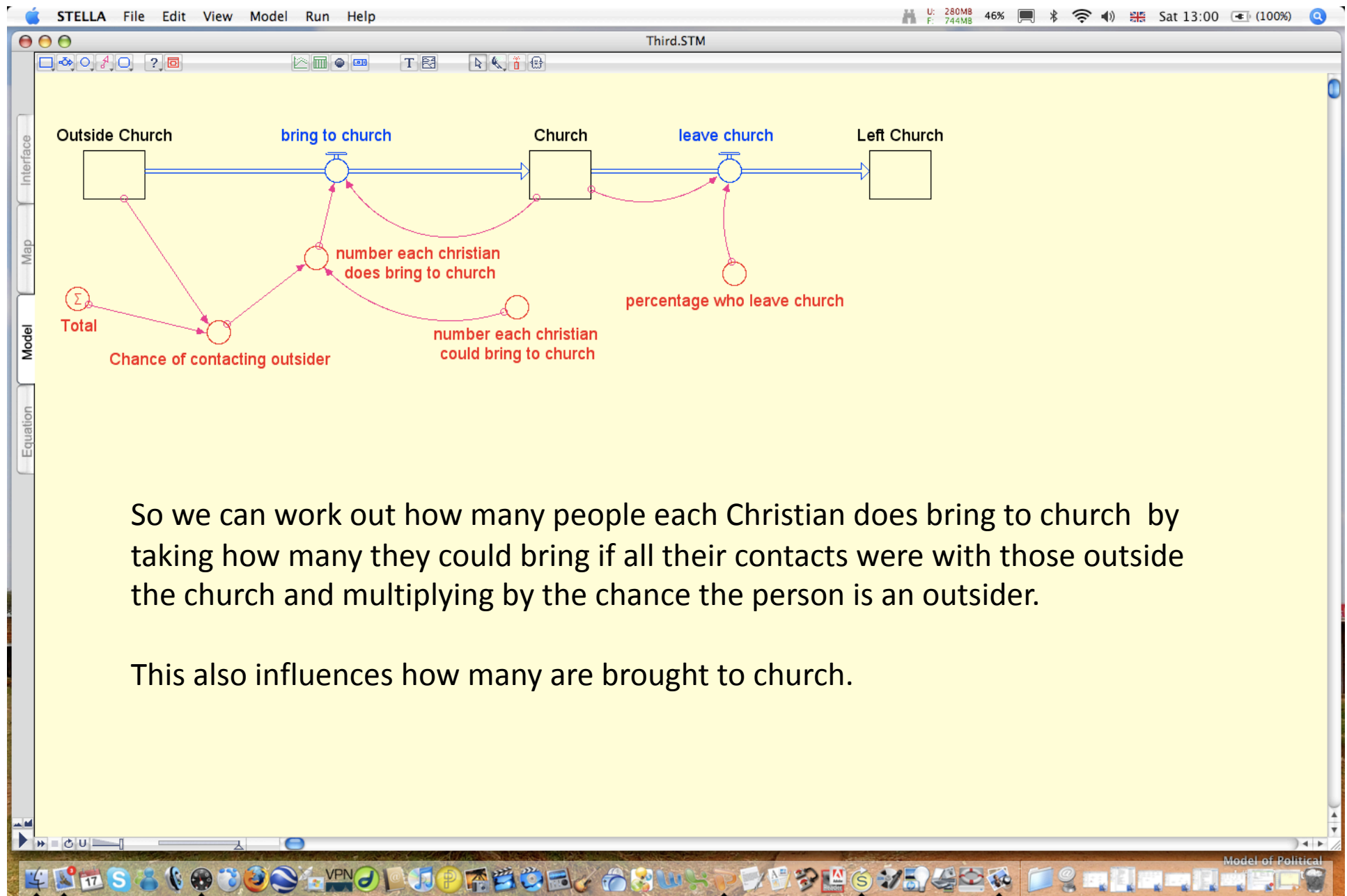


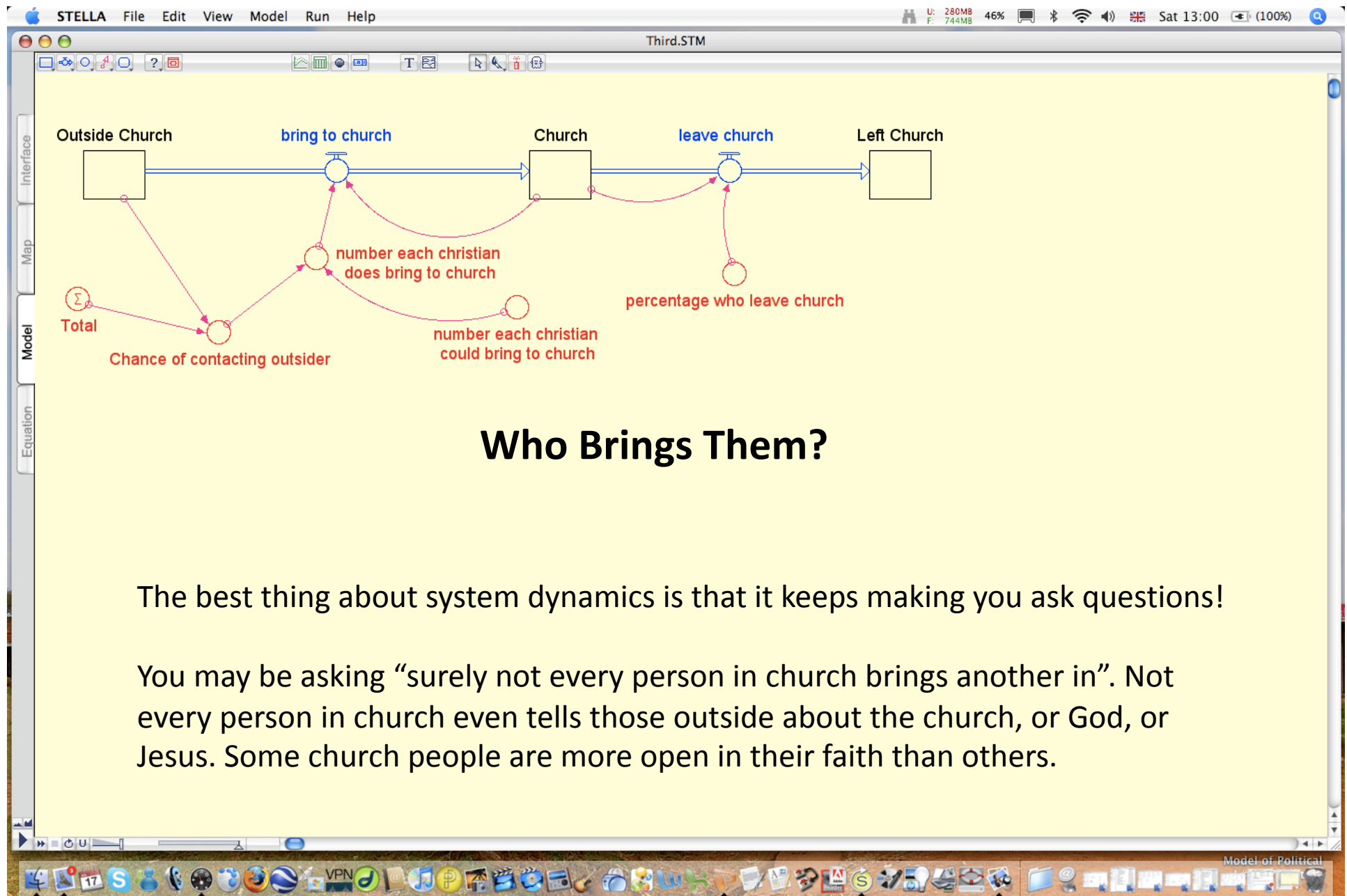


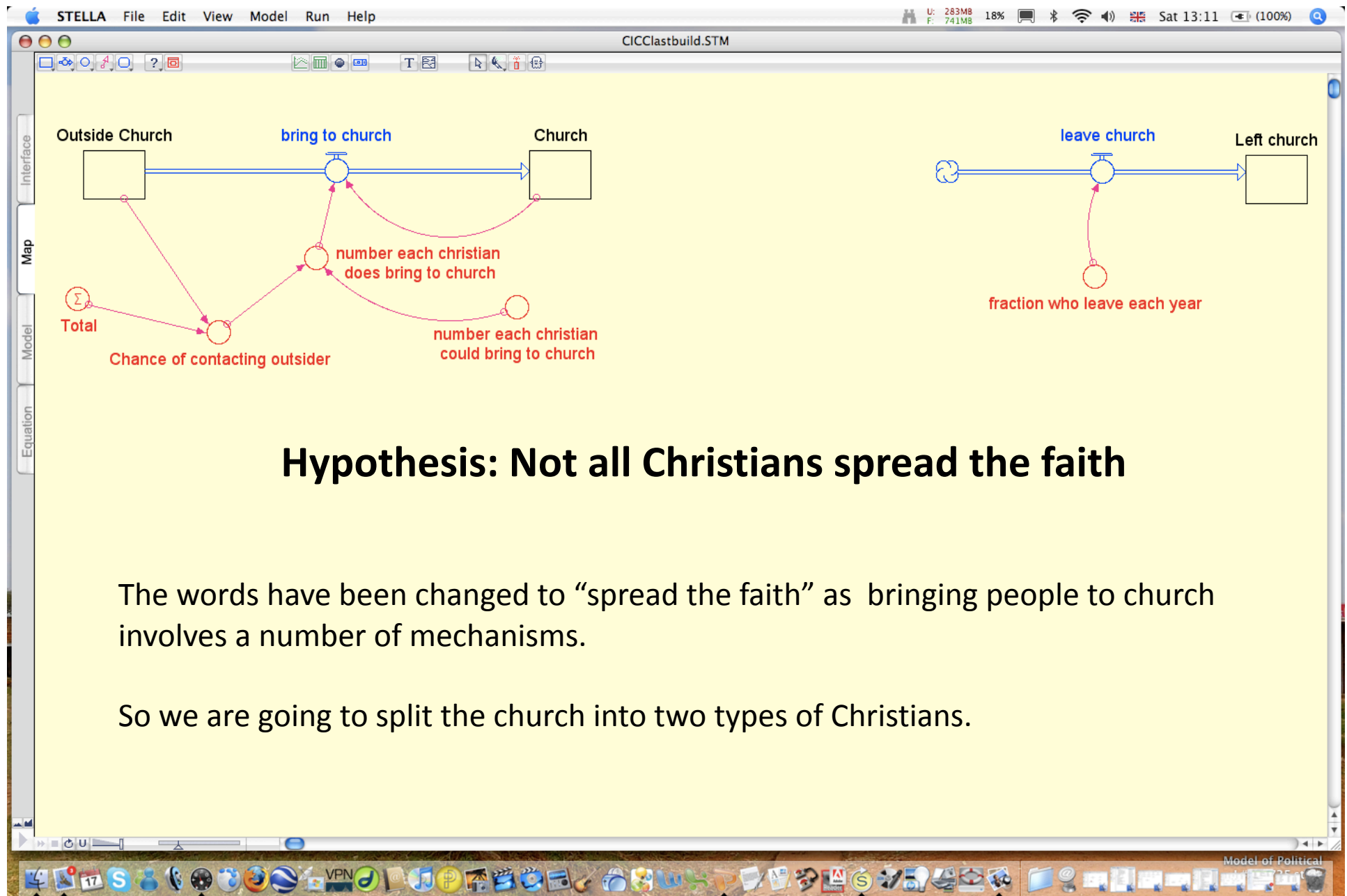




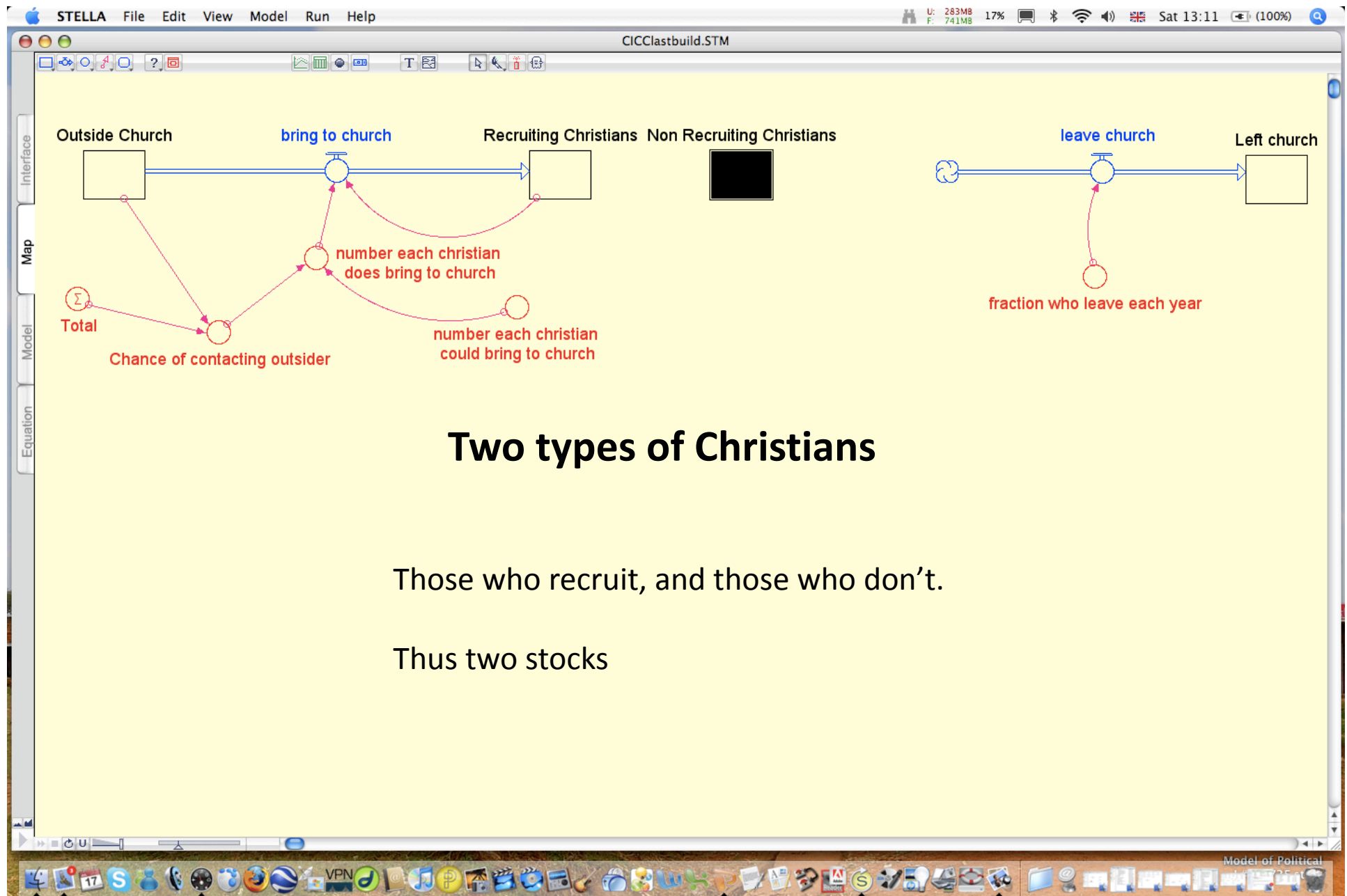


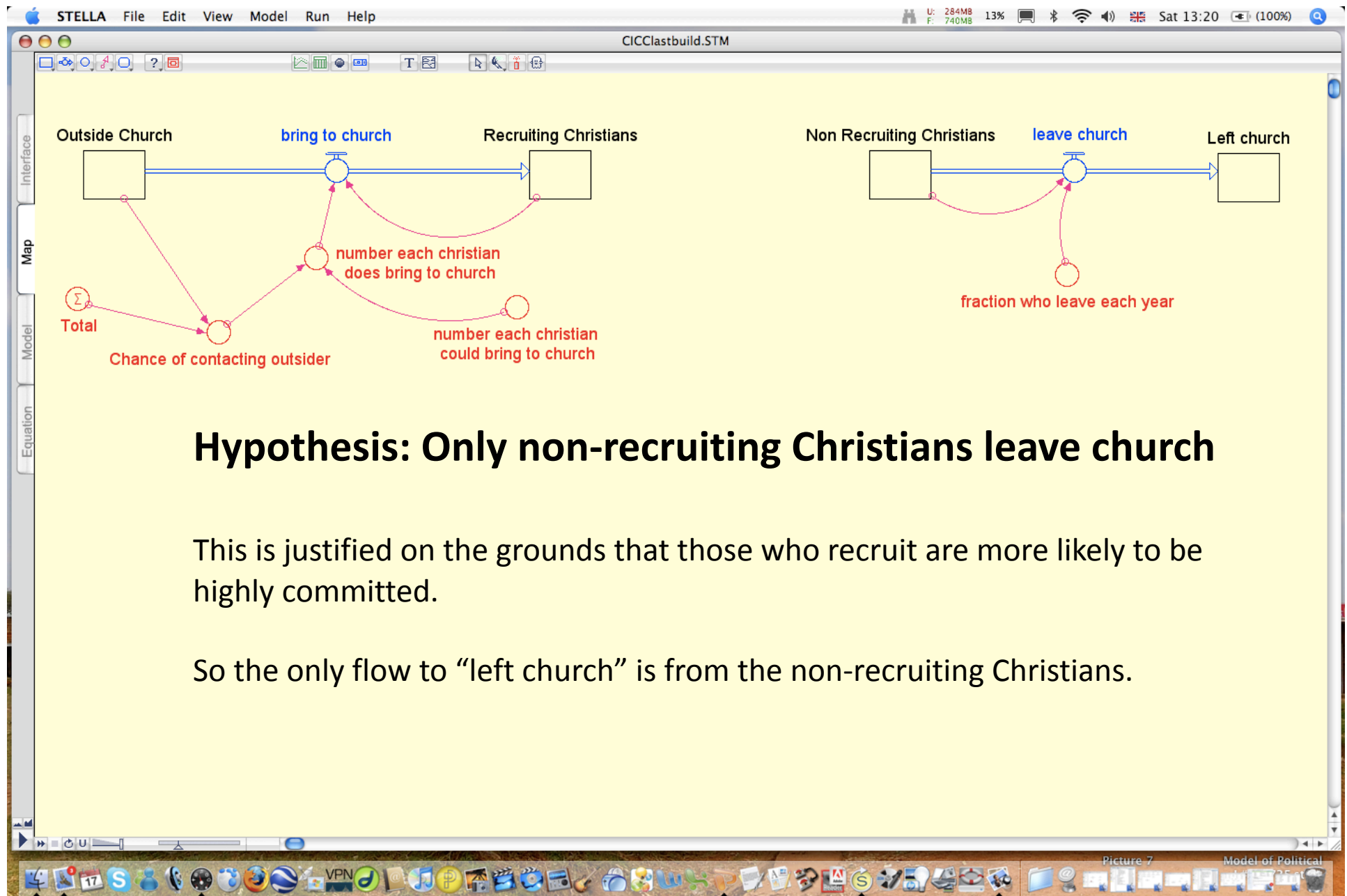


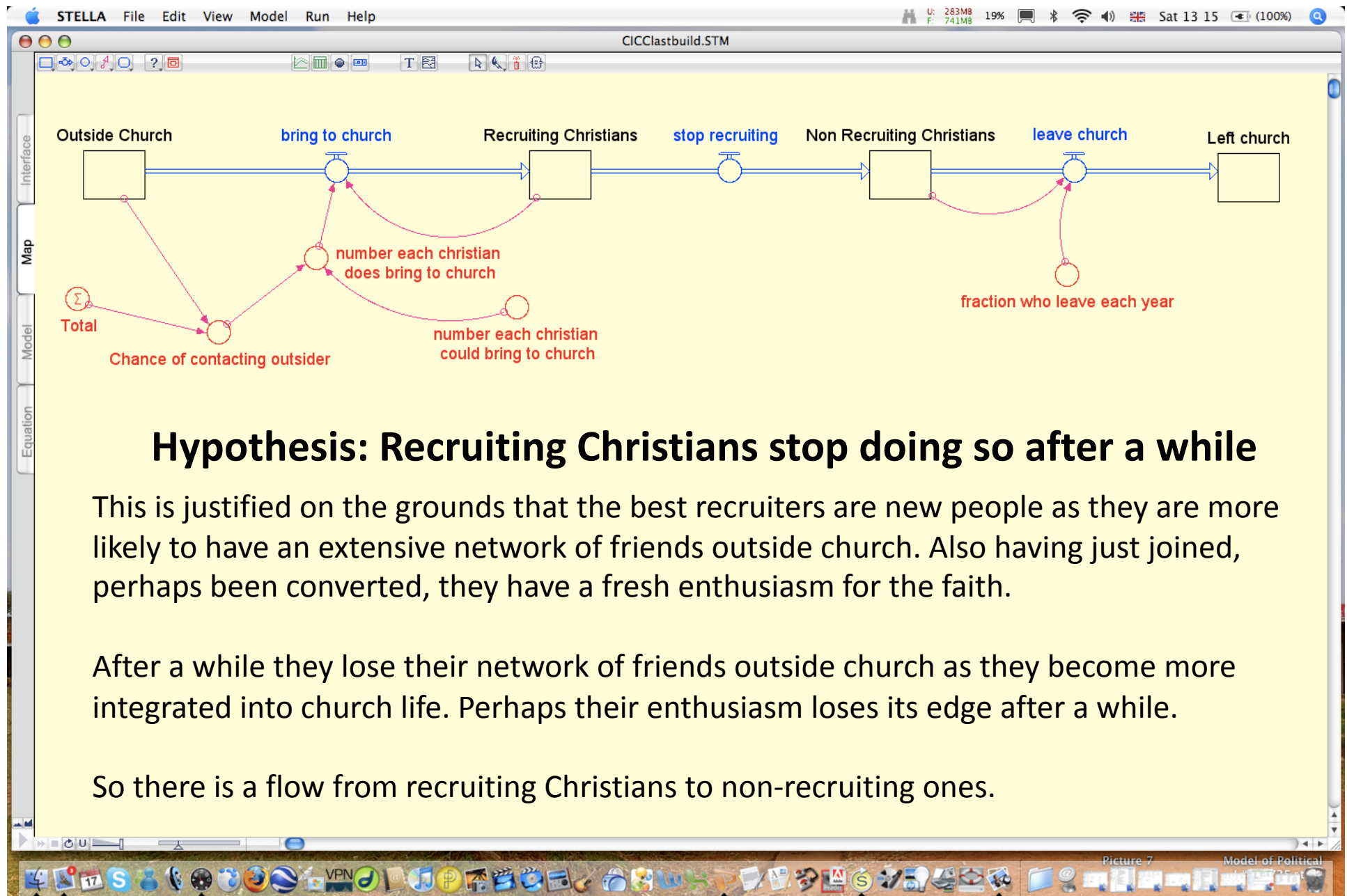










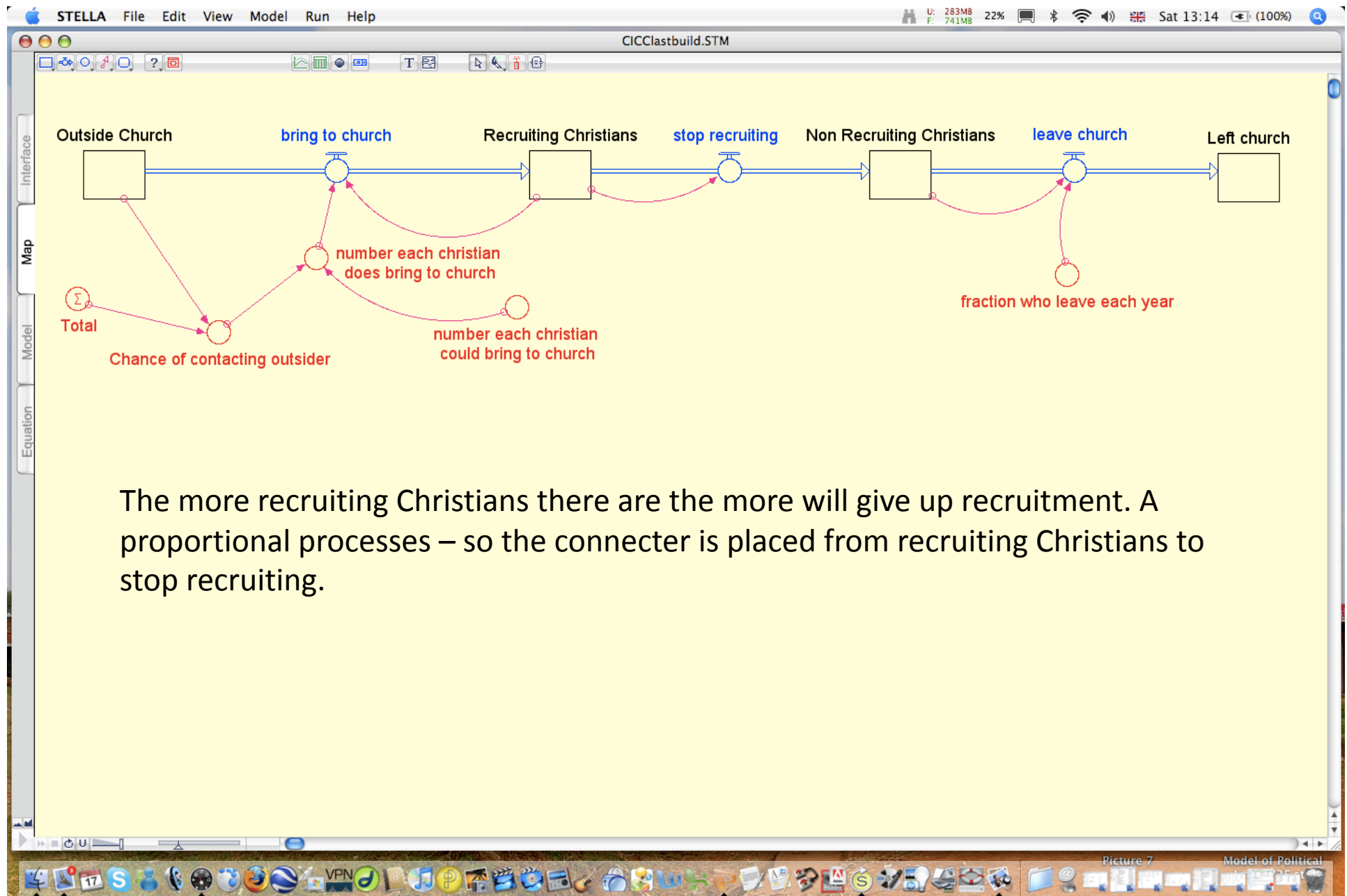


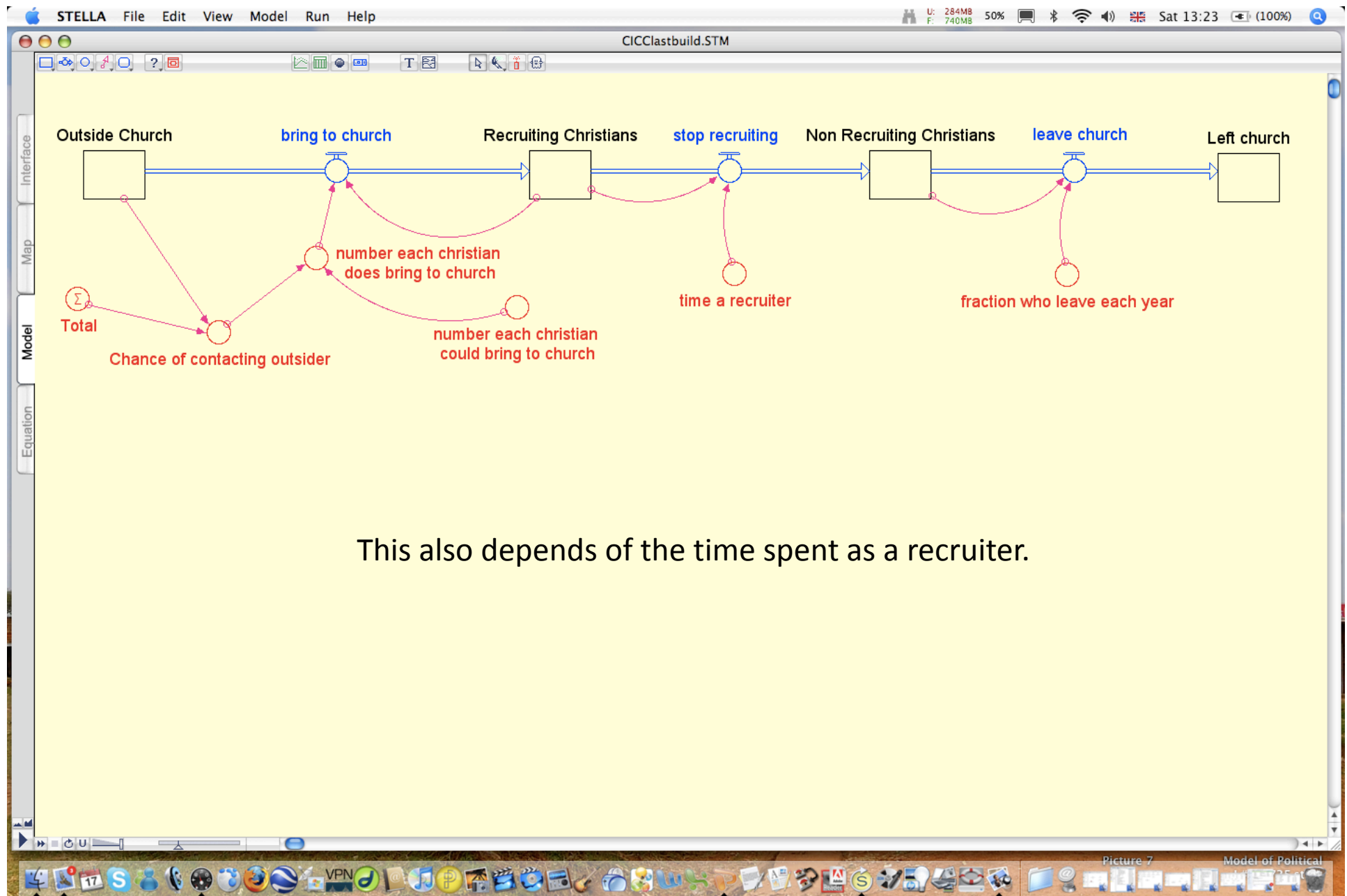
## Hypothesis: Recruiting Christians stop doing so after a while

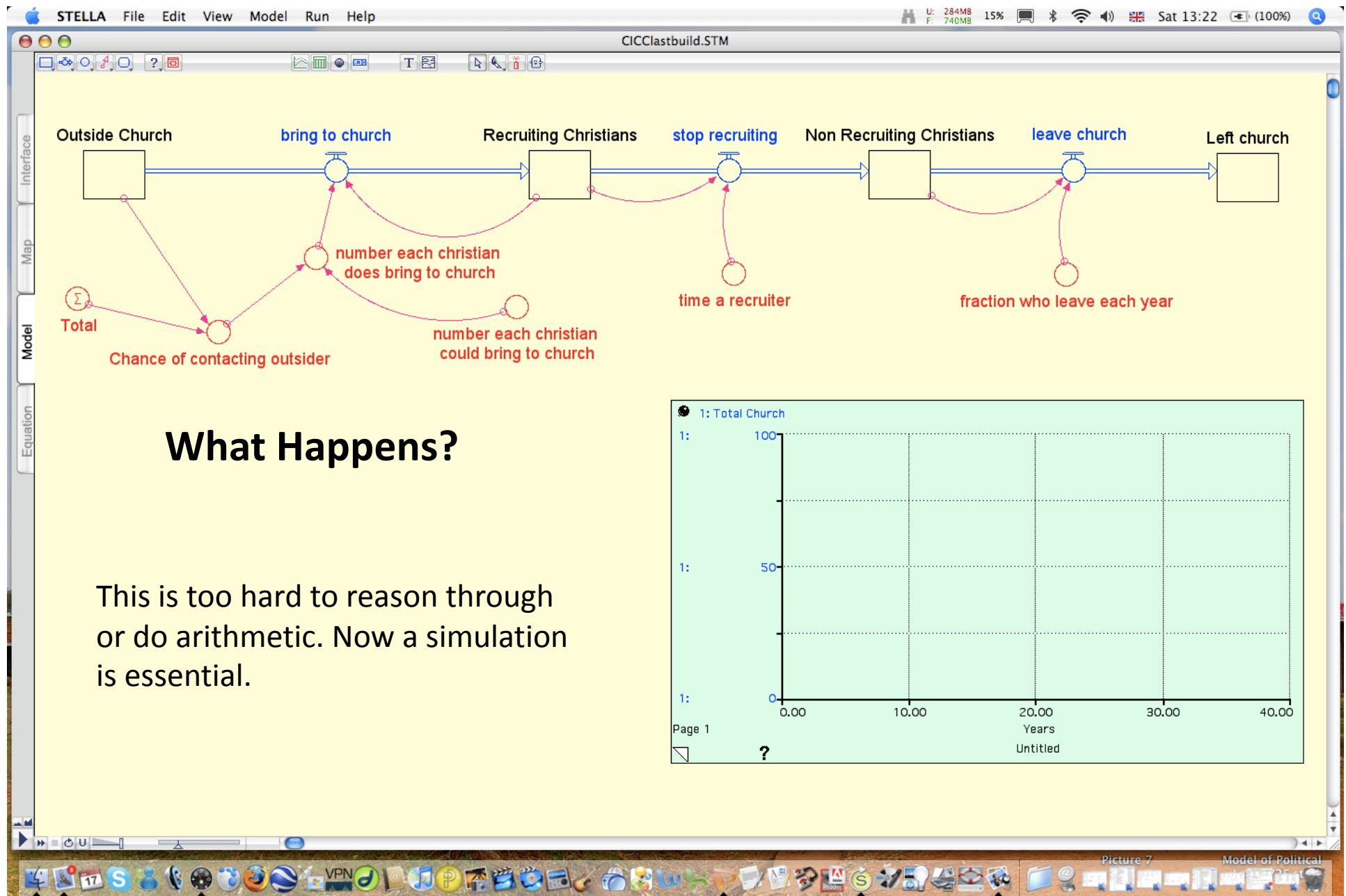
This is justified on the grounds that the best recruiters are new people as they are more likely to have an extensive network of friends outside church. Also having just joined, perhaps been converted, they have a fresh enthusiasm for the faith.

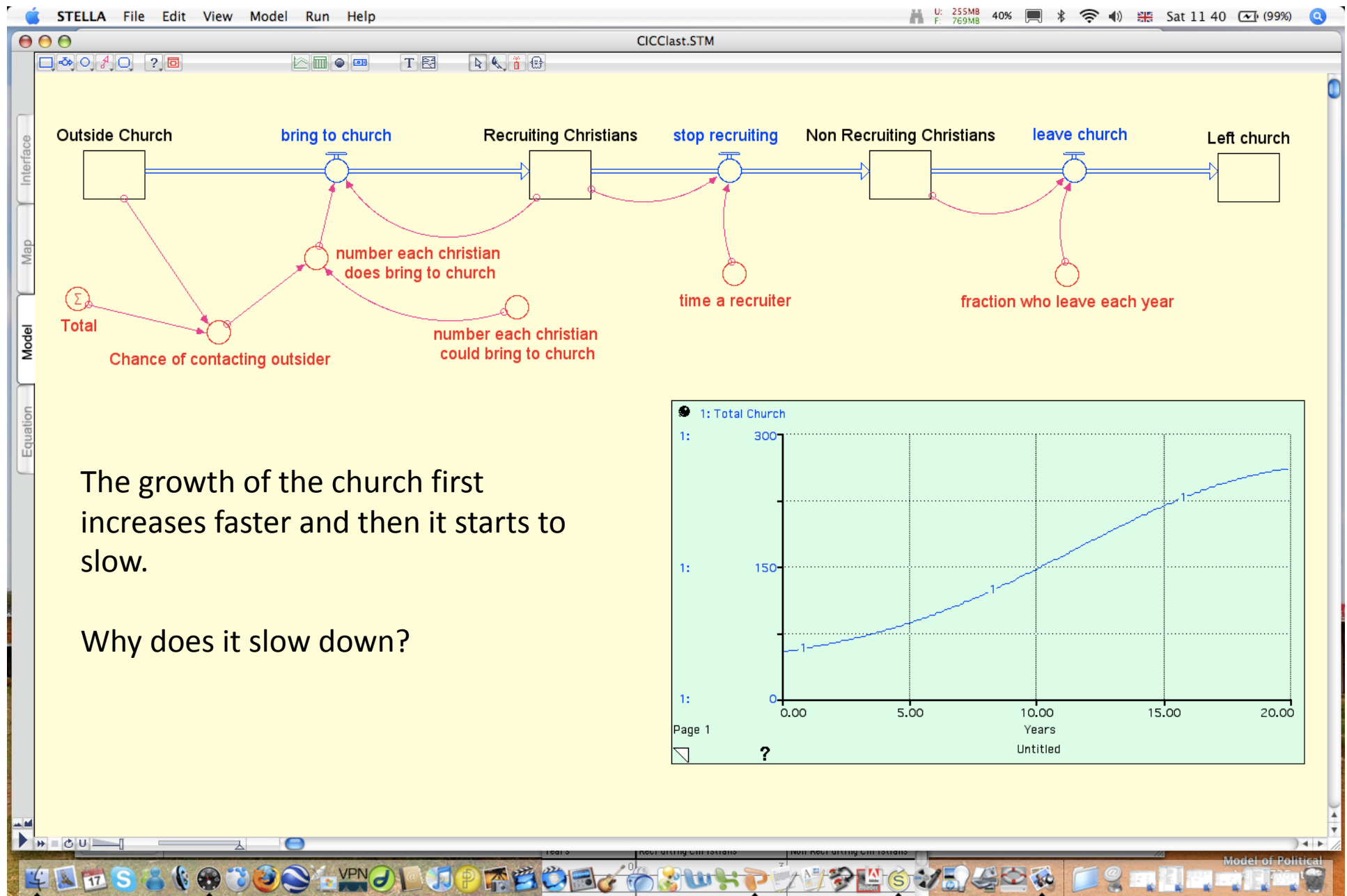
After a while they lose their network of friends outside church as they become more integrated into church life. Perhaps their enthusiasm loses its edge after a while.

So there is a flow from recruiting Christians to non-recruiting ones.

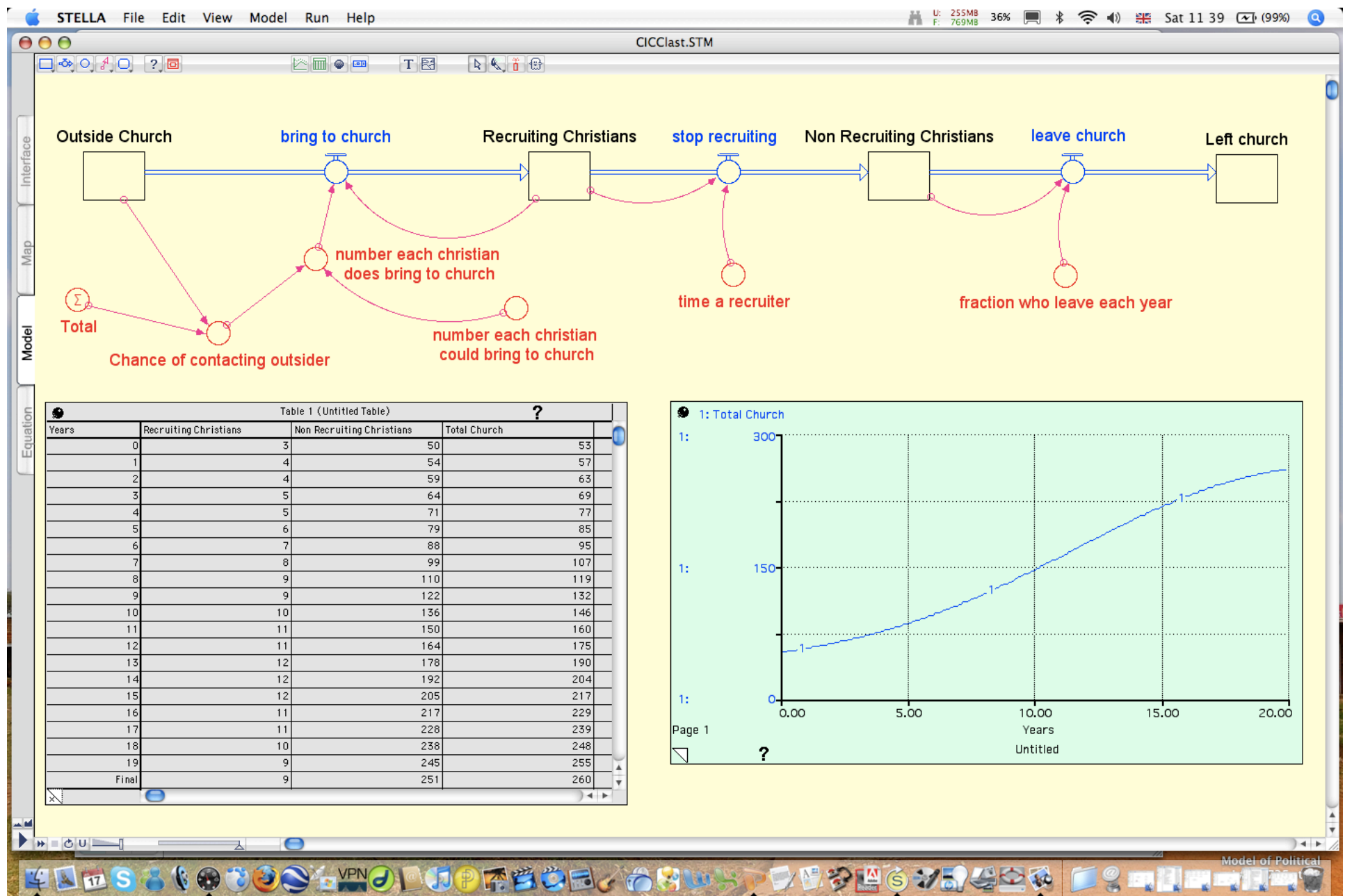






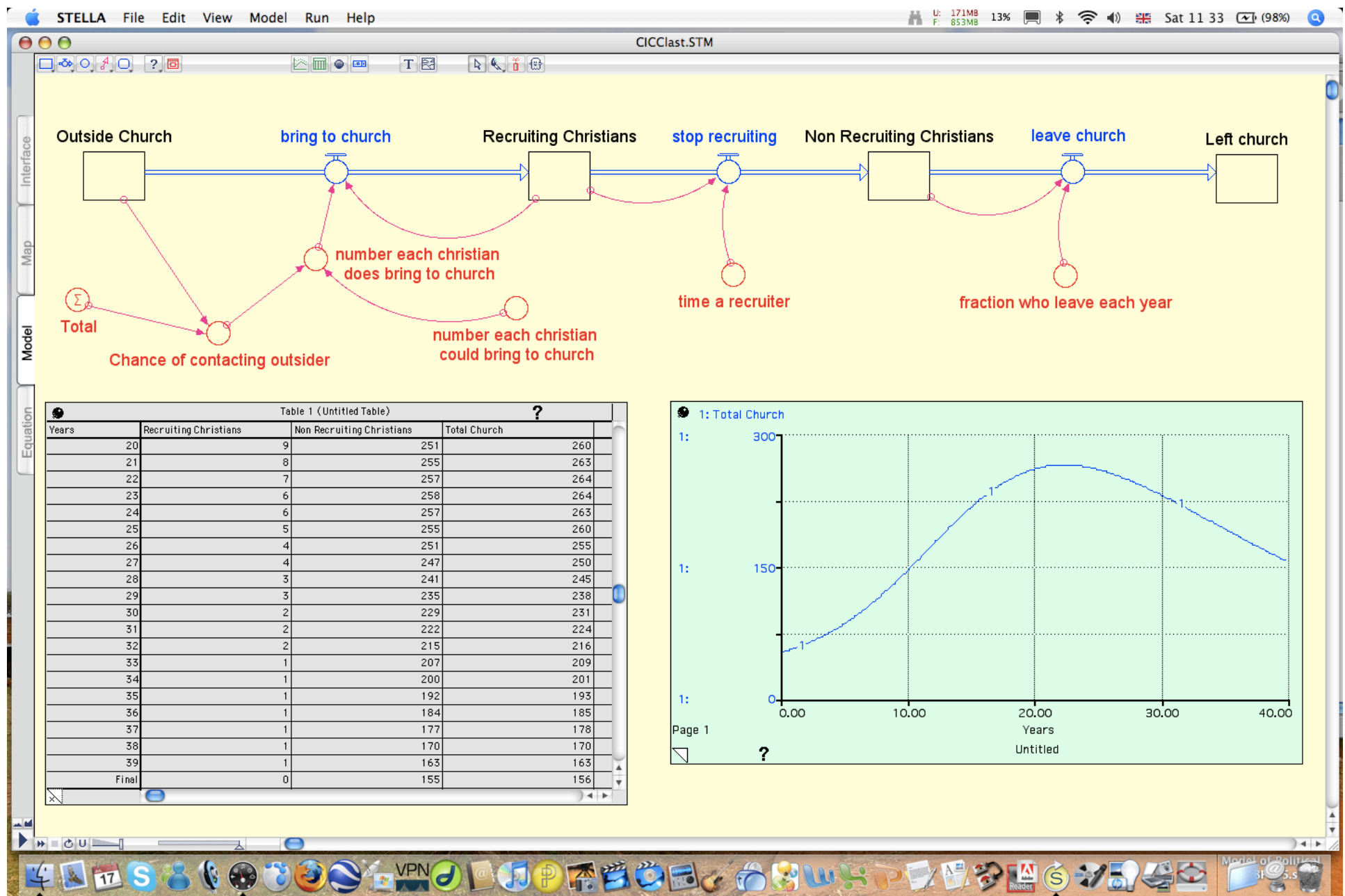




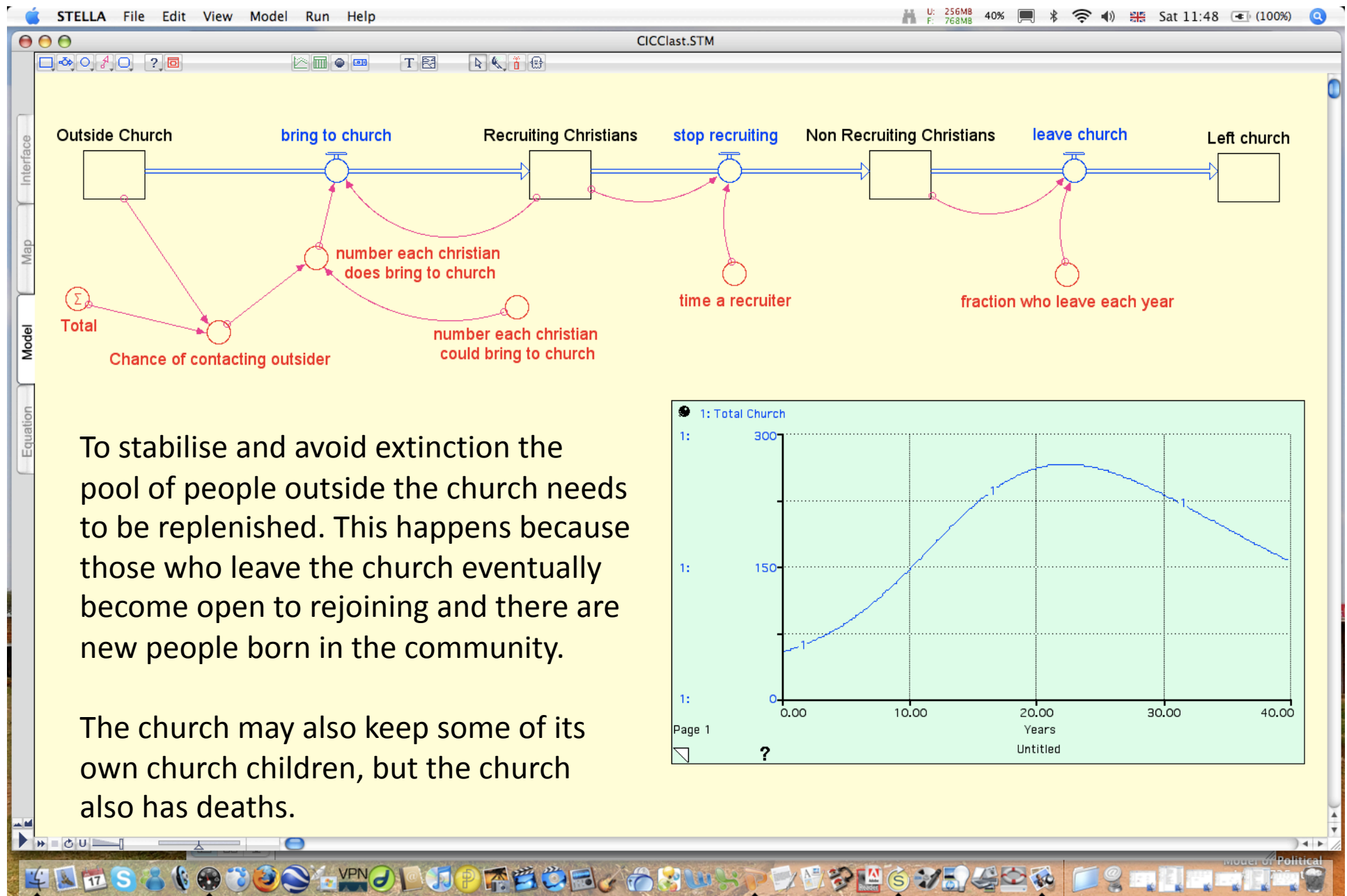


Church growth is slowing down because the number of recruiting Christians is declining, they are no longer converting enough people. Does the growth reach a limit?





In fact church numbers reaches a peak then starts to decline. The church cannot make recruiters fast enough to sustain itself, down to 0 by 40 years. Church becomes inactive, then declines.



And so the modelling goes on – but hopefully you can see the potential of using system dynamics to build a simulation model of church growth.

# Further Information

**John Hayward**

**University of Glamorgan**

**Wales UK**

**Church Growth Modelling**

**[www.church-growth-modelling.org.uk](http://www.church-growth-modelling.org.uk)**

**The software Stella is made by ISEE Systems [www.iseesystems.com](http://www.iseesystems.com)**