# Article information:

Shooting The Pope: The Near Ruin Of A Country's Gaming Industry
<https://kotaku.com/georgia-meloni-italian-pm-fps-shooter-game-pope-unreal-1850163072>

# Article summary:

1. In March 2011, the Italian gaming industry was in crisis and needed a wake-up call.

2. Gioventù Ribelle was presented as a game to celebrate Italy’s 150th anniversary, but it was an unmitigated disaster with installation problems, subpar graphics, bugged mechanics, and leftover assets galore.

3. It emerged that the game had been developed by students as their final thesis project with no budget or technical/economic support from other companies or people, and public funds for its development were often quoted to be around half a million Euros.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article “Shooting The Pope: The Near Ruin Of A Country's Gaming Industry” is an interesting look at the history of the Italian gaming industry and its struggles in the early 2010s. The article provides some interesting insights into the development of Gioventù Ribelle, a game meant to celebrate Italy’s 150th anniversary that ended up being an unmitigated disaster.

The article is generally reliable in terms of its facts and sources; it cites multiple sources throughout to back up its claims about Gioventù Ribelle’s development process and reception. However, there are some potential biases present in the article that should be noted. For example, while it does provide some insight into why Gioventù Ribelle failed (lack of budget/support), it does not explore any potential counterarguments or alternative explanations for why it failed (such as poor design decisions). Additionally, while it does mention Giorgia Meloni’s past involvement with neo-fascist movements, it does not explore how this may have impacted her views on gaming or her decision to support Gioventù Ribelle.

In terms of trustworthiness and reliability, this article is generally reliable but could benefit from exploring more counterarguments and alternative explanations for why Gioventù Ribelle failed. Additionally, more information about Giorgia Meloni’s past involvement with neo-fascist movements would help provide further context for her views on gaming and her decision to support Gioventù Ribelle.

# Topics for further research:

* Gioventù Ribelle game design decisions
* Giorgia Meloni neo-fascist movements
* Italian gaming industry history
* Gioventù Ribelle budget/support
* Gioventù Ribelle reception
* Impact of neo-fascist movements on gaming

# Report location:

<https://www.fullpicture.app/item/552c63b061e1eb2a1959e11fe445ff60>