



## **ANNI 90 - MEDITERRANEO**

The crisis of Italian cinema, already recorded in the 80s, intensified in the 90s, as Cinema was no longer the only mean of entertainment. Home video and the first videogame consoles for television became more popular, with television being an increasingly strong media. It was in this panorama that the internet made its first appearance.

Cinema continued telling stories, with particular interest, once again, for the tragic moments of the history of the 20<sup>th</sup> century. The Holocaust, in particular, was the subject of the Oscar-winning film *La vita è bella*, by Roberto Benigni, in which a family is deported to a concentration camp, where the father, wanting to protect his child from the trauma of the camp, creates a game out of their inhuman situation.

Films about war have always had a great impact on audiences, but it is only rarely that they focus on the stories of minor, less striking players, on the individual stories of soldiers who, especially in the last campaigns of World War II, while having to deal with the war, were often regular people, without military experience or a passion for the fight. *Mediterraneo* by Gabriele Salvatores tells the story of some of these men. In June 1941, at the end of the Italian campaign in Greece, eight Italian soldiers landed on a small island in the Aegean Sea, with the task of establishing a garrison there. As time went by, their lives as soldiers and the army's hierarchies gradually became a faint memory. Suspended in time, while history continues its course, isolated to the point of discovering by chance that there has been an armistice with the Anglo-Americans (when an Italian reconnaissance plane is forced to make an emergency landing on their island), to a modern viewer, their story is nothing short of incredible.

Co-funded by the  
European Union



Creative  
Europe  
MEDIA