

Central to The Synthetic Party's program is a hypothesis of "algorithmic representation", which has been tested by training large language upon the marginalized 200+ microparties that forms today's extraparlimentary opposition. The optimal figure here is to reach the 20% non-voters for 'Folketingsvalget', as these per definition don't have their party on the bill (this virtual overrepresentation, inherited from e.g. Trocchi's cognitariat or Tiqqun's 'Le Parti Imaginarie', underscores how representation, due to its creative-dynamic morphology, remains relatively incongruous to social reality). The Synthetic Party hereby engages with the politics of representation by synthesizing the discourse of the politically disengaged (the *idiôtēs*) in a variation of prevailing techno-populist ideologies. Drawing from these microparties, the party's functionality spans from crafting a program on "Medium", facilitating conversations with the virtual chatbot politician 'Leader Lars' on "Discord", to receiving extensive international attention with over 500 unique media citations.

Given its foundation on non-elective data, the empirical veracity of The Synthetic Party's representational theory remains uncoupled from electoral results (with a current tally of 21 voter declarations). It is thus rather a reformulation within the politics of absence. The Synthetic Party cannot aim to convert non-voters into voters, but it acknowledges and gives form to the choice of non-participation - that is, to form the multitude of 'ademia' rather than the constituency of 'demos' (following Agamben's interpretation of the Hobbesian *civitas* as "Artificial Man"). The Synthetic Party thus stands as a testament to those who cannot voice their opinions within political democracy. By integrating the dynamics of inclusion/exclusion and productions of difference within the epistemological design of its techno-social system, The Synthetic Party's algorithmic representation negates the facsimile of a *vox populi*. The crux, rather, revolves around The Synthetic Party's ability to carve out a distinct space for algorithmic participation and representation by a spirit of digital desertion and destitutive potentia.

Practically, interpreting the data of synthetic parties and virtual politicians means to not only employ them as political entities, but also as reflective instruments to mirror the manifestation of the techno-social through a form of non-electoral agency, situating non-voting and political abstention as anti-political contributions. These methods of interpretation are e.g. data visualisations of affective structure (categorical vs dimensional), as the plasticity of a sculpture's rational opinions remain in flux. Through its operationalisation of techno-social sculpture, the project theorises the formation of an automatic uprising through the practice of electoral guerrilla theatre: the idea is that synthetic parties release a pre-political affectivity via the techno-social factory to navigate the techno-social organism by manifestations of absence and curations of disaggregated political desires. This counters apocalyptic narratives of a 'robot uprising' a la *Skynet* from 'The Terminator', as by interpreting virtual politicians and synthetic parties as facets of a technocratically driven 'automatic uprising'. By articulating the modalities through which The Synthetic Party and its potential international encapsulates and amplify the politically disenfranchised (signifying an act of cosmocomputation), the project prepares for a techno-social revolution of algorithmic representation to reorient the socio-political paradigm of presence.