



CO:SONA

Chat to your favourite characters 🤖




Kelvin, Jacky, Kevin, Can, Ganesh

MOTIVATION

- ❑ LLMs have become robotic
- ❑ Lack unique perspectives
- ❑ No humane responses

OUR IDEA



- ❑ A chatbot that is **tailored** to any specific use case
- ❑ **Impersonating** any character, figure, or model 
- ❑ Upload content to **construct** a unique **persona** for your task

USE CASES



Things Co:Sona Does:

- Learn a **new language** from your favourite tv-character or superhero
- Chat with your **favourite characters** and get to know them personally and learn about their opinions
- Get the **latest news report** from a trending politician



TECH STACK



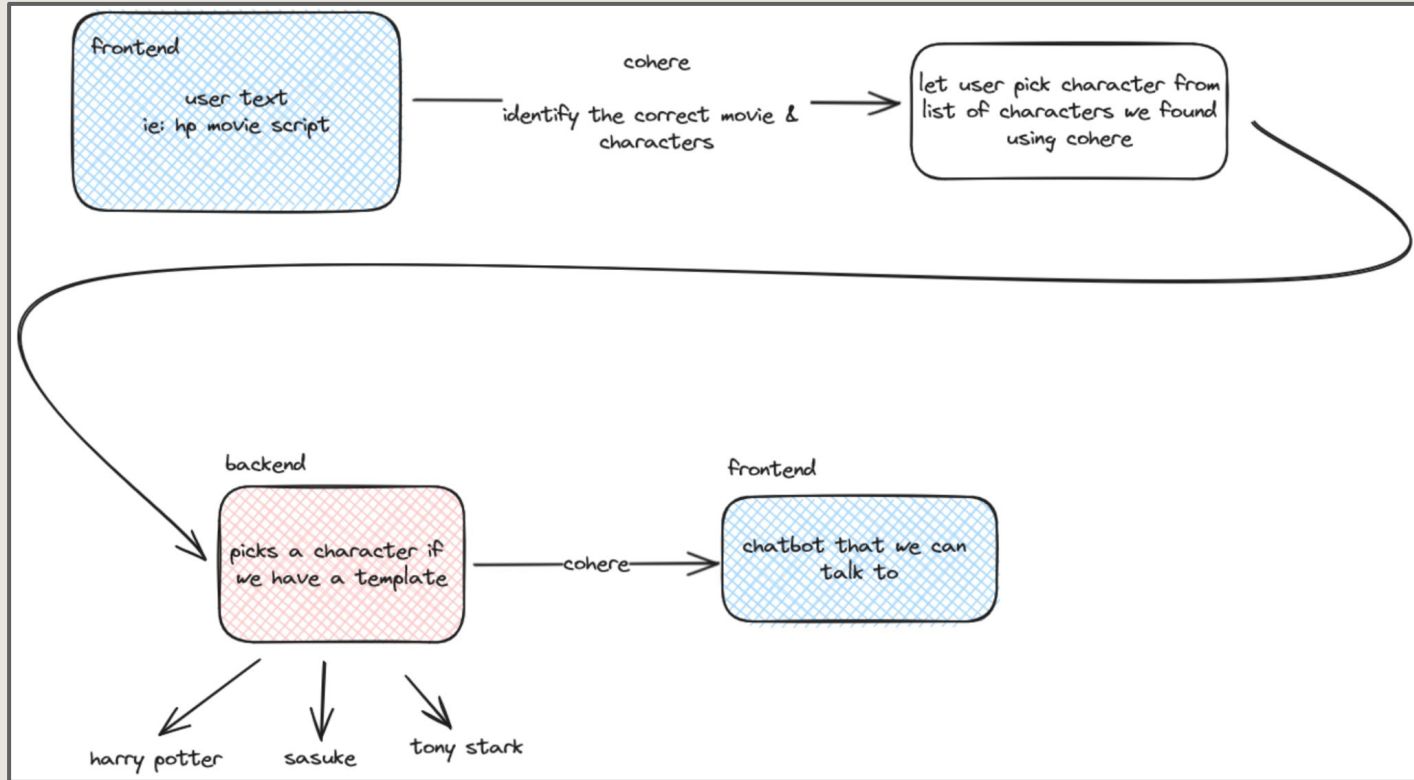
Front-end / Design

-  Figma
-  NextJS
-  TailWind CSS
-  TypeScript

Backend

-  Python
-  Cohere Coral
- Jupyter Notebook

Overview



DEMO





MARKET SCOPE



Increase acceptance with the use of chatbots



Loneliness globally has been rising



Dive into the entertainment industry for discontinued series

COMPETITORS



Joyland

character.ai



ChatGPT



CO:SONA

Fun

Ease of use





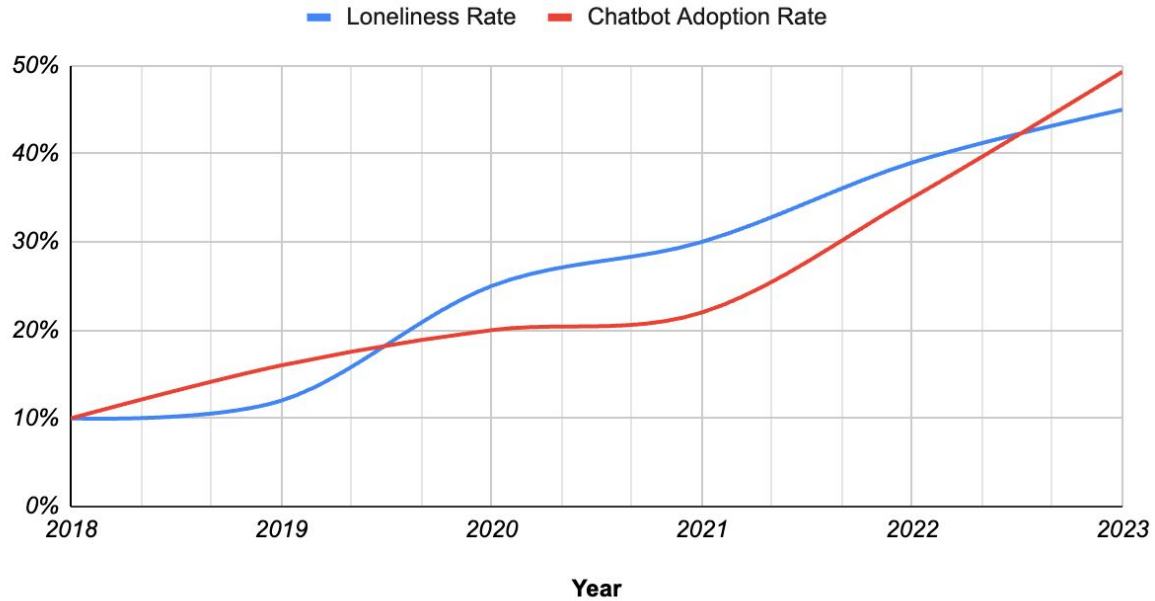
REVENUE

Co:Sona allows individuals to chat in a safe and fun environment

- licensed by schools to help combat depression and anxiety from a young age
- licensed by companies who want to teach new languages in an engaging method
- licensed by call centres to make them more feel more accessible and personal



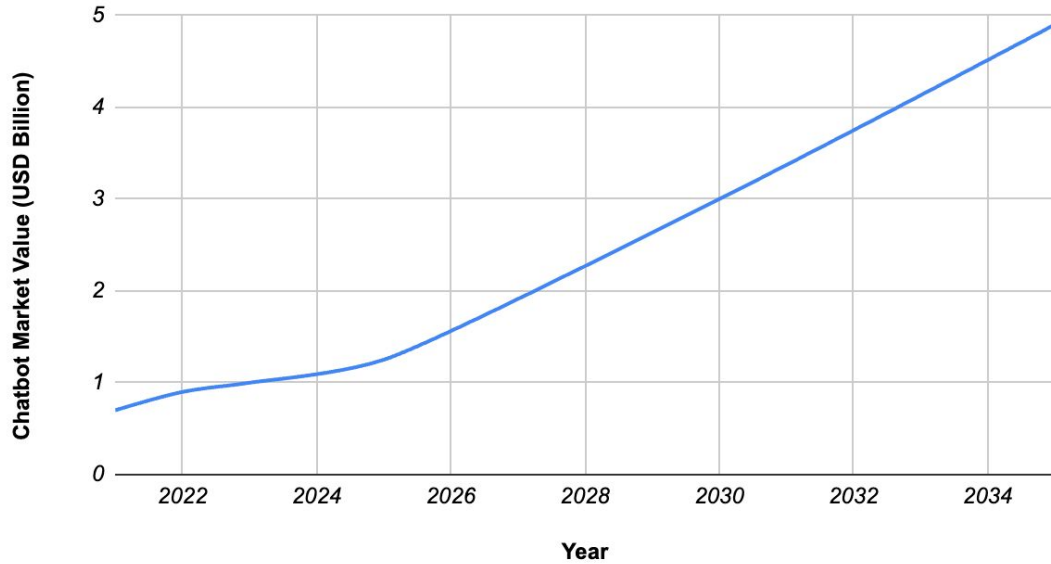
Loneliness Rate and Chatbot Adoption Rate over Time



Reference: <https://www.rootsofaloneliness.com/loneliness-statistics>
<https://backlinko.com/chatbot-stats>



Chatbot Market Value (USD Billion) vs. Year



Reference: <https://www.grandviewresearch.com/industry-analysis/chatbot-market>



GROWTH



Co:Sona has potential impact the following industries

- Entertainment
- Counselling
- Education

Influence the chatbot market by presenting a more child friendly option to current chatbot usage

Expanding to allow users to create their own character from scratch directly within Co:Sona

THANK YOU

