

Konuşa Konuşa:

<https://www.konusakonusa.tech/>



Konuşa Konuşa is a Turkish AI chat application enhanced with GPT-3.5. You can engage in voice and text conversations with numerous intriguing AI personalities. The application utilizes the advanced capabilities of GPT-3.5, a powerful language model developed by OpenAI, to provide users with an immersive and interactive chat experience. Whether you prefer to converse through speech or writing, Konuşa Konuşa offers a platform for engaging with AI entities that can understand and respond to a wide range of topics and inquiries in Turkish.

Technologies Used

We used JavaScript programming language with various configuration file formats in order to implement Konuşa Konuşa. These are the Technologies that've been used:

Front-end



React



Tailwind

Back-end



Next.js



PostgreSQL



Prisma

APIs



ChatGPT



Google Cloud



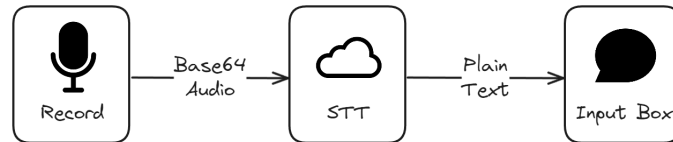
AI Characters

There are currently 4 AI characters available:

- Positive -> Answers in an optimistic way.
- Nervous -> Rude and short answers.
- Detective -> Questions every statement.
- Poet -> Writes a poem in every answer.

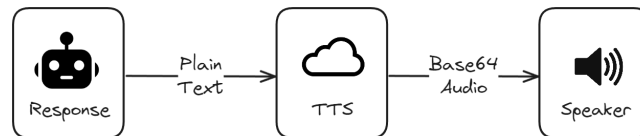
Speech-to-Text

We implemented a sound recording system to make the communication between AI and user flawless and natural. The user can record their voice max 7 seconds and the data read from the voice goes into Google STT API in base64 format. And the output is plain text.



Text-to-Speech

The response given by AI characters are both verbal and written. When the response received from GPT API the response text sent to the Google Cloud TTS API in plain text. Then the output comes as base64 audio format.



AI Chat Model

For the natural and reasonable responses from AI, we used the popular chat completion AI model GPT. There are multiple models and versions of GPT. Konuşa Konuşa uses gpt-3.5-turbo model because it's first priority is fast responses, since it's a chat application.

Source code of Konuşa Konuşa can be found here;

- <https://github.com/YuunsGit/speech-gpt>