Dr. Lara J. **Martin**

ASSISTANT PROFESSOR • UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

✉ laramar@umbc.edu | 🏠 laramartin.net

🎓 Google Scholar | 🐙 Github | 🔗 LinkedIn | 🐘 Mastodon | 🐦 Twitter

🔍 Research Interests

Human-Centered Artificial Intelligence, Computational Creativity, Automated Story Generation & Understanding, Neurosymbolic Methods, Augmentative & Alternative Communication (AAC), Speech Processing, Affective Computing, Conversational Agents, Cognitive Systems

🎓 Education

Georgia Institute of Technology   *Aug. 2015 - May 2021*
PH.D. IN HUMAN-CENTERED COMPUTING   *Atlanta, GA*
+ Advisor: Dr. Mark O. Riedl
+ Thesis: Neurosymbolic Automated Story Generation
+ Teaching Certification: Tech to Teaching (Summer 2018)

Carnegie Mellon University   *Aug. 2013 – Aug. 2015*
M.S. IN LANGUAGE TECHNOLOGIES   *Pittsburgh, PA*
+ Advisor: Dr. Alan W Black

Rutgers University — New Brunswick   *Sep. 2009 – May 2013*
B.S. IN COMPUTER SCIENCE & LINGUISTICS (DOUBLE MAJOR)   *Piscataway, NJ*
+ Advisor: Dr. Matthew Stone

🏢 Research Experience

Assistant Professor   *Aug 2023 – Present*
UNIVERSITY OF MARYLAND, BALTIMORE COUNTY – COMPUTER SCIENCE AND ELECTRICAL
ENGINEERING   *Baltimore, MD*

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher   *Jan 2021 – Aug 2023*
UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE   *Philadelphia, PA*

Graduate Research Assistant   *Aug 2015 – Dec 2020*
GEORGIA INSTITUTE OF TECHNOLOGY – SCHOOL OF INTERACTIVE COMPUTING   *Atlanta, GA*

Applied Scientist Intern   *May 2017 – Aug 2017*
AMAZON.COM INC. – ALEXA SMART HOME MACHINE LEARNING   *Seattle, WA*

Graduate Research Assistant   *Sept 2013 – Aug 2015*
CARNEGIE MELLON UNIVERSITY – LANGUAGE TECHNOLOGIES INSTITUTE   *Pittsburgh, PA*

Intern   *May 2011 – Aug 2011*
UNIVERSITY OF SOUTHERN CALIFORNIA – INSTITUTE FOR CREATIVE TECHNOLOGIES *Playa Vista, CA*

🖥 Teaching

CIS 700 Interactive Fiction and Text Generation   *Spring 2022*
CO-INSTRUCTOR   *University of Pennsylvania*
+ Co-taught with Dr. Chris Callison-Burch

CS 3790 Introduction to Cognitive Science   *Summer 2018*
INSTRUCTOR OF RECORD   *Georgia Institute of Technology*

CS 3600 Introduction to Artificial Intelligence, Dr. Mark O. Riedl *Fall 2016*
GRADUATE TEACHING ASSISTANT   *Georgia Institute of Technology*

CS/Psych 3790 Introduction to Cognitive Science, Dr. Rosa Arriaga *Fall 2015*
Gʀᴀᴅᴜᴀᴛᴇ Tᴇᴀᴄʜɪɴɢ Aꜱꜱɪꜱᴛᴀɴᴛ *Georgia Institute of Technology*

Clarks Scholars Summer Python Bootcamp *Summer 2019*
Oᴜᴛʀᴇᴀᴄʜ *Georgia Institute of Technology*
+ Co-created syllabus & lesson plans

Tech Camp with Bridge Academy, Zane Cochran *Summer 2016*
Oᴜᴛʀᴇᴀᴄʜ *Georgia Institute of Technology*
+ Guided students on "maker" projects

WomenSCS Club & SCS4All Club for Promoting Diversity and Understanding in Computing *2013 – 2015*
Oᴜᴛʀᴇᴀᴄʜ *Carnegie Mellon University*
+ Taught CS basics to middle schoolers

Douglass-DIMACS Computing Corps *2012 – 2013*
Rutgers University — New Brunswick
Oᴜᴛʀᴇᴀᴄʜ
+ Taught CS basics to middle schoolers

198:111 Introduction to Computer Science, Pradip Hari *Fall 2010*
Pᴇᴇʀ Lᴇᴀᴅᴇʀ ꜰᴏʀ Rᴇᴄɪᴛᴀᴛɪᴏɴ *Rutgers University — New Brunswick*

🗃 Projects

🎮 Human-AI Communication and Computational Creativity. Collaboration between people and AI, primarily through storytelling.

📖 Story understanding	[2, 5, 15]	*2021 – Present*
🐉 D&D as an AI challenge	[3, 6, 13, 14, 17]	*2018 – Present*
📝 Story generation	[1, 7–10, 16, 18, 19, 26]	*2015 – Present*
🗣 Schema co-creation	[4]	*2023*
💬 Conversational agents	[23], See also: Amazon & USC ICT internships	*2011, 2017, 2022*
🎧 Language learning	[20]	*2014*

🤝 Human-Human Communication. Analysis of human-human communication or computer-mediated communication.

⌨ Augmentative and Alternative Communication (AAC)	In progress.	*2022 – Present*
👽 Online communities	[5, 22]	*2014, 2023*
🔤 Translation	[11]	*2015*
☹ Emotion recognition & affective computing	[12, 21, 24, 25]	*2013 – 2015*

✈ Publications

Pʜᴅ Dɪꜱꜱᴇʀᴛᴀᴛɪᴏɴ

[1] **L. J. Martin**. "Neurosymbolic Automated Story Generation". Doctoral dissertation. Georgia Institute of Technology, 2021. ᴜʀʟ: https://smartech.gatech.edu/handle/1853/64643.

Cᴏɴꜰᴇʀᴇɴᴄᴇ Pʀᴏᴄᴇᴇᴅɪɴɢꜱ *equal contribution, †presented

[2] Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. "CoRRPUS: Detecting Story Inconsistencies via Codex-Bootstrapped Neurosymbolic Reasoning". In: *Findings of the Association for Computational Linguistics: ACL 2023*. Toronto, Canada: Association for Computational Linguistics, July 2023. arXiv: 2212.10754. ᴜʀʟ: http://arxiv.org/abs/2212.10754.
[3] A. Zhu, K. Aggarwal, A. Feng, **L. J. Martin**, and C. Callison-Burch. "FIREBALL: A Dataset of Dungeons and Dragons Actual-Play with Structured Game State Information". In: *Annual Meeting of the Association for Computational Linguistics (ACL)*. Toronto, Canada: Association for Computational Linguistics, July 2023. arXiv: 2305.01528. ᴜʀʟ: https://arxiv.org/abs/2305.01528.
[4] T. Zhang*, I. Tham*, Z. Hou*, J. Ren, L. Zhou, H. Xu, L. Zhang, **L. J. Martin**, R. Dror, S. Li, H. Ji, M. Palmer, S. Brown, R. Suchocki, and C. Callison-Burch. "Human-in-the-Loop Schema Induction". In: *Annual Meeting of the Association for Computational Linguistics (ACL): System Demonstrations*. Association for Computational Linguistics, July 2023. arXiv: 2302.13048. ᴜʀʟ: https://arxiv.org/abs/2302.13048.

[5] S. Giorgi, K. Zhao, A. H. Feng, and **L. J. Martin**[†]. "Author as Character and Narrator: Deconstructing Personal Narratives from the *r/AmITheAsshole* Reddit Community". In: 17.1 (June 2023), pp. 233–244. arXiv: 2301.08104. URL: https://ojs.aaai.org/index.php/ICWSM/article/view/22141. [∼20% acceptance rate].

[6] C. Callison-Burch*, G. S. Tomar*[†], **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. "Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence". In: *Conference on Empirical Methods in Natural Language Processing (EMNLP)*. Abu Dhabi, United Arab Emirates: Association for Computational Linguistics, Dec. 2022, pp. 9379–9393. arXiv: 2210.07109. URL: https://aclanthology.org/2022.emnlp-main.637. [22.1% acceptance rate].

[7] P. Ammanabrolu[†], E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**[†], and M. O. Riedl. "Story Realization: Expanding Plot Events into Sentences". In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 34. 5. New York, NY, Apr. 2020, pp. 7375–7382. DOI: 10.1609/aaai.v34i05.6232. arXiv: 1909.03480. URL: https://ojs.aaai.org//index.php/AAAI/article/view/6232. [20.6% acceptance rate].

[8] P. Tambwekar*, M. Dhuliawala*[†], **L. J. Martin**[†], A. Mehta, B. Harrison, and M. O. Riedl. "Controllable Neural Story Plot Generation via Reward Shaping". In: *International Joint Conference on Artificial Intelligence (IJCAI)*. Macao, China, July 2019, pp. 5982–5988. DOI: 10.24963/ijcai.2019/829. arXiv: 1809.10736. URL: https://www.ijcai.org/proceedings/2019/829. [17.9% acceptance rate].

[9] **L. J. Martin**[†], P. Ammanabrolu, X. Wang, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. "Event Representations for Automated Story Generation with Deep Neural Nets". In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 32. 1. New Orleans, LA, Feb. 2018, pp. 868–875. ISBN: 978-1-57735-800-8. DOI: 10.1609/aaai.v32i1.11430. arXiv: 1706.01331. URL: https://ojs.aaai.org/index.php/AAAI/article/view/11430. [24.6% acceptance rate].

[10] **L. J. Martin**[†], B. Harrison, and M. O. Riedl. "Improvisational Computational Storytelling in Open Worlds". In: *International Conference on Interactive Digital Storytelling (ICIDS)*. Ed. by F. Nack and A. Gordon. Vol. 10045. Lecture Notes in Computer Science (LNCS). Los Angeles, CA: Springer International Publishing, Oct. 2016, pp. 73–84. ISBN: 978-3-319-48278-1. DOI: 10.1007/978-3-319-48279-8_7. URL: https://link.springer.com/chapter/10.1007/978-3-319-48279-8_7. [36% acceptance rate].

[11] **L. J. Martin**[†], A. Wilkinson[†], S. S. Miryala, V. Robison, and A. W. Black. "Utterance Classification in Speech-to-Speech Translation for Zero-Resource Languages in the Hospital Administration Domain". In: *2015 IEEE Workshop on Automatic Speech Recognition and Understanding (ASRU)*. Scottsdale, AZ: IEEE, Dec. 2015, pp. 303–309. DOI: 10.1109/ASRU.2015.7404809. URL: https://ieeexplore.ieee.org/document/7404809. [47.8% acceptance rate].

[12] **L. J. Martin**[†], M. Stone, F. Metze, and J. Mostow. "A Methodology for Using Crowdsourced Data to Measure Uncertainty in Natural Speech". In: *2014 IEEE Spoken Language Technology Workshop (SLT)*. South Lake Tahoe, NV: IEEE, Dec. 2014, pp. 95–99. DOI: 10.1109/SLT.2014.7078556. URL: https://ieeexplore.ieee.org/document/7078556. [48.6% acceptance rate].

REFEREED WORKSHOP PAPERS *equal contribution, [†] presented

[13] C. Callison-Burch*[†], G. S. Tomar*, **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. "Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence". In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: https://openreview.net/forum?id=EKwH-BMlkzq.

[14] S. Papazov[†], W. Gill, M. Garcia Ferreiro, A. Zhu, **L. J. Martin**, and C. Callison-Burch. "Using Language Models to Convert Between Natural Language and Game Commands". In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: https://openreview.net/forum?id=jQSStHwtmDN.

[15] B. Li[†], **L. J. Martin**, and C. Callison-Burch. "CIS^2: A Simplified Commonsense Inference Evaluation for Story Prose". In: *ACL 2022 Workshop on Commonsense Representation and Reasoning (CSRR)*. Virtual/Dublin, Ireland, Mar. 2022. arXiv: 2202.07880. URL: https://openreview.net/forum?id=Se-xHMYg_bc.

[16] P. Ammanabrolu[†], E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**, and M. O. Riedl. "Guided Neural Language Generation for Automated Storytelling". In: *ACL 2019 Second Workshop on Storytelling (StoryNLP)*. Florence, Italy: Association for Computational Linguistics, Aug. 2019, pp. 46–55. DOI: 10.18653/v1/W19-3405. URL: https://aclanthology.org/W19-3405/.

[17] **L. J. Martin**[†], S. Sood, and M. Riedl. "Dungeons and DQNs: Toward Reinforcement Learning Agents that Play Tabletop Roleplaying Games". In: *Joint AIIDE Workshop on Intelligent Narrative Technologies and Workshop on Intelligent Cinematography and Editing (INT-WICED)*. Ed. by H.-Y. Wu, M. Si, and A. Jhala. Edmonton, AB, Canada: http://ceur-ws.org, Nov. 2018. URL: http://ceur-ws.org/Vol-2321/paper4.pdf.

[18] **L. J. Martin**[†], P. Ammanabrolu, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. "Event Representations for Automated Story Generation with Deep Neural Nets". In: *KDD 2017 Workshop on Machine Learning for Creativity*. Halifax, NS, Canada, 2017. URL: https://arxiv.org/abs/1706.01331v2. [38% acceptance rate].

[19] **L. J. Martin**[†], P. Ammanabrolu, X. Wang, S. Singh, B. Harrison, M. Dhuliawala, P. Tambwekar, A. Mehta, R. Arora, N. Dass, C. Purdy, and M. O. Riedl. "Improvisational Storytelling Agents". In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: https://nips2017creativity.github.io/doc/Improvisational_Agents.pdf.

[20] N. Wolfe[†], V. V. Vemuri, **L. J. Martin**[†], F. Metze, and A. W. Black. "Applause: A Learning Tool for Low-Resource Languages". In: *CHI 2014 Designing Speech and Language Interactions Workshop (DSLI)*. Toronto, ON, Canada, Apr. 2014. URL: http://www.cs.toronto.edu/dsli2014/submissions/applause-chi-paper-photo-ready.pdf.

[21] S. Cosentino[†], S. Burger, **L. J. Martin**, F. Metze, T. Kishi, K. Hashimoto, S. Sessa, M. Zecca, and A. Takanishi. "A multisensory non-invasive system for laughter analysis". In: *36th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC)*. Chicago, IL, 2014. URL: https://laramartin.net/pub/EMBC14-Laughter.pdf.

[22] S. Moon[†], S. Potdar, and **L. J. Martin**. "Identifying Student Leaders from MOOC Discussion Forums through Language Influence". In: *EMNLP 2014 Workshop on Analysis of Large Scale Social Interaction in MOOCs*. Doha, Qatar, Oct. 2014, pp. 15–20. DOI: 10.3115/v1/W14-4103. URL: https://www.aclweb.org/anthology/W14-4103/.

OTHER PUBLICATIONS

[23] A. Panagopoulou, M. Arora, L. Zhang, D. Cugini, W. You, Y. Yang, L. Zhou, Y. Wang, Z. Hou, A. Hwang, **L. J. Martin**, S. Shi, C. Callison-Burch, and M. Yatskar. "QuakerBot: A Household Dialog System Powered by Large Language Models". In: *1st Alexa Prize TaskBot (Alexa Prize 2021)*. May 2022. URL: https://www.amazon.science/alexa-prize/proceedings/quakerbot-a-household-dialog-system-powered-by-large-language-models.

[24] S. Yu, L. Jiang, Z. Xu, Z. Lan, S. Xu, X. Chang, X. Li, Z. Mao, C. Gan, Y. Miao, X. Du, Y. Cai, **L. J. Martin**, N. Wolfe, A. Kumar, H. Li, M. Lin, Z. Ma, Y. Yang, D. Meng, S. Shan, P. D. Sahin, S. Burger, F. Metze, R. Singh, B. Raj, T. Mitamura, R. Stern, and A. Hauptmann. "CMU informedia@TrecVID 2015 MED/SIN/LNK/SED". In: *TREC Video Retrieval Evaluation 2015*. Gaithersburg, MD, Nov. 2015. URL: https://research.monash.edu/en/publications/cmu-informediatrecvid-2015-medsinlnksed.

[25] S. Yu, L. Jiang, Z. Mao, X. Chang, X. Du, C. Gan, Z. Lan, Z. Xu, X. Li, Y. Cai, A. Kumar, Y. Miao, **L. J. Martin**, N. Wolfe, S. Xu, H. Li, M. Lin, Z. Ma, Y. Yang, D. Meng, S. Shan, P. Duygulu Sahin, S. Burger, F. Metze, R. Singh, B. Raj, T. Mitamura, R. Stern, and A. Hauptmann. "Informedia@TRECVID 2014 MED and MER". In: *TRECVID Video Retrieval Evaluation Workshop, NIST*. Gaithersburg, MD, Nov. 2014. URL: https://apps.dtic.mil/sti/citations/AD1024376.

PREPRINTS

[26] A. Alabdulkarim, W. Li, **L. J. Martin**, and M. O. Riedl. *Goal-Directed Story Generation: Augmenting Generative Language Models with Reinforcement Learning*. Dec. 2021. arXiv: 2112.08593. URL: https://arxiv.org/abs/2112.08593.

👥 Institutional Service

President's Undergraduate Research Awards (PURA) *Summer 2019*
REVIEWER *Georgia Institute of Technology*

School of Interactive Computing's Prospective Student Visit Week *Spring '16, '17, '18*
VOLUNTEER *Georgia Institute of Technology*

School of Interactive Computing Faculty Hiring Committee *Fall 2018*
MEMBER *Georgia Institute of Technology*

Graduate Student Council *Fall 2018 – Spring 2019*
MEMBER *Georgia Institute of Technology*

Human-Centered Computing Website *Fall 2017 – Spring 2019*
WEBSITE MANAGER *Georgia Institute of Technology*

School of Interactive Computing's Prospective Student Visit Week *Spring 2016*
COORDINATOR *Georgia Institute of Technology*

📊 Professional Activities - Presentations

SUMMARY

12	**On-Campus Invited Speaker Presentations**	*2013 – Present*
2	**Special Conference Presentations**	*2019 – Present*
2	**Guest Lectures**	*2021 – Present*
16	**Total Presentations**	*2013 – Present*

SPECIAL CONFERENCE PRESENTATIONS

"Digital Bards: How Dungeons & Dragons will Make for Better AI"
NULab for Texts, Maps, and Networks (Northeastern University) Spring Conference .... *April 21, 2023*
 + **Keynote Speaker** *Boston, MA*

"Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents"
Tapia Doctoral Consortium .... *September 18, 2019*
 + **Winner of Best Doctoral Consortium Presentation Award.** *San Diego, CA*

"Neurosymbolic AI or: How I Learned to Stop Worrying and Love the Large Language Model"

PRESENTER – University of Maryland–Baltimore County .... *Feburary 27, 2023*
Baltimore, MD

PRESENTER – Drexel University .... *Feburary 15, 2023*
Philadelphia, PA

"Computer Science PhD Panel"

PANELIST – University of Pennsylvania - FemmeHacks .... *Feburary 11, 2023*
Philadelphia, PA

"Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use"

PRESENTER – University of Southern California - NL Seminar .... *May 22, 2022*
Los Angeles, CA/Virtual

PRESENTER – University of California, Santa Cruz - Computational Media Seminar .... *November 29, 2021*
Santa Cruz, CA/Virtual

PRESENTER – Georgia Institute of Technology - NLP Seminar .... *September 11, 2020*
Atlanta, GA/Virtual

PRESENTER – Lawrence Livermore National Laboratory .... *June 11, 2020*
Livermore, CA/Virtual

"Dungeons and Discourse: Using Computational Storytelling & Speech to Look at Natural Language Use"

PRESENTER – University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar ..... *January 25, 2021*
Philadelphia, PA/Virtual

PRESENTER – University of Utah .... *April 20, 2020*
Salt Lake City, UT/Virtual

"Future of Language Research"

PANELIST – Georgia Institute of Technology - IPaT Thursday Think Tank .... *February 20, 2020*
Atlanta, GA

"Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents"

PRESENTER – Georgia Tech - GVU Brown Bag .... *January 23, 2020*
Atlanta, GA

"A Model of Uncertainty in Language"

PRESENTER – University of Pennsylvania - REU Site Meeting .... *July 18, 2013*
Philadelphia, PA

GUEST LECTURES

"Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use"

University of Pennsylvania - Computational Linguistics Class .... *November 30, 2021*
Philadelphia, PA/Virtual

"Neurosymbolic Automated Story Generation"

University of Kentucky - Topics and Artificial Intelligence: Interactive Narrative Seminar .... *April 30, 2021*
Lexington, KY/Virtual

💬 Professional Activities – Conference Organization

SUMMARY

3	**Organizer**	*2020 – Present*
8	**Chair Positions**	*2018 – Present*
24	**Program Committee Member/Reviewer**	*2018 – Present*
4	**Community-Based Conference Attendee**	*2013 – Present*
39	**Total Participation**	*2013 – Present*

Organizer

4th Wordplay: When Language Meets Games Workshop   *TBA*

3rd Workshop on Narrative Understanding at NAACL 2021   *June 11, 2021*
                                                                                    Virtual

1st Workshop on Narrative Understanding, Storylines, and Events (NUSE) at ACL 2020   *July 9, 2020*
                                                                                    Virtual

Chair Positions

International Conference on Natural Language Generation (INLG)   *September 11-15, 2023*
Area Chair   *Prague, Czechia*

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)   *October 11-15, 2021*
Doctoral Consortium Chair   *Virtual*

International Conference on Natural Language Generation (INLG)   *September 20-24, 2021*
Area Chair   *Aberdeen, UK*

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)   *October 19-23, 2020*
Publicity Co-Chair   *Virtual*

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)   *October 8-12, 2019*
                                                                                    Georgia Institute of Technology,
Local Arrangements Chair   *Altanta, GA*

International Conference for Interactive Digital Storytelling (ICIDS)   *December 5-8, 2018*
Associate Program Chair – Technologies Track   *Dublin, Ireland*

Program Committee Member

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)   *October 8-12, 2023*
Research Track   *Salt Lake City, UT*

Annual Meeting of the Association for Computational Linguistics   *July 10-12, 2023*
Student Research Workshop   *Toronto, Canada*

Conference on Empirical Methods in Natural Language Processing (EMNLP)   *December 7-11, 2022*
Dialogue and Interactive Systems Track   *Abu Dhabi, UAE*

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)   *October 24-28, 2022*
Software Track   *Pomona, CA*

ACM Conference on Creativity & Cognition (C&C)   *June 20-23, 2022*
Posters Track   *Venice, Italy*

AAAI Conference on Artificial Intelligence (AAAI)   *February 22-March 1, 2022*
                                                                                    Virtual

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)   *October 11-15, 2021*
Research Track   *Virtual*

IEEE Conference on Games (CoG)   *August 17-20, 2021*
Narrative and Interactive Entertainment Short Papers   *Copenhagen, Denmark/Virtual*

Interactive Narrative Technologies (INT) Workshop at AIIDE   *October 19-20, 2020*
                                                                                    Virtual

Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference   *September 14, 2020*
                                                                                    Bugibba, Malta

International Conference for Interactive Digital Storytelling (ICIDS)   *November 19-23, 2019*
Human Factors   *Little Cottonwood Canyon, UT*

Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference

August 26, 2019
San Luis Obispo, CA

Workshop on Storytelling at ACL

August 1, 2019
Florence, Italy

Workshop on Narrative Understanding at NAACL

June 7, 2019
Minneapolis, MN

Knowledge Extraction from Games (KEG) Workshop at AAAI

January 27, 2019
Honolulu, HI

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
Artifact Evaluation

November 13-17, 2018
Alberta, Canada

Workshop on Storytelling at NAACL-HLT

June 5, 2018
New Orleans, LA

Journal Reviewer

2021	**Autonomous Agents and Multi-Agent Systems (Springer)**
2020	**IEEE Transactions on Audio, Speech and Language Processing**
2020	**ACM Computing Surveys (CSUR)**

ACL Rolling Review

April 2023	**Action Editor**
December 2022	**Action Editor**
October 2022	**Reviewer**
July 2022	**Reviewer**
April 2022	**Reviewer**
January 2022	**Reviewer**

Community-Based Conference Attendance

September 18-21, 2019	**ACM Richard Tapia Celebration of Diversity in Computing**
April 15-16, 2016	**CRA-Women Graduate Cohort Workshop**
October 2-5, 2013	**Anita Borg Institute's Grace Hopper Celebration**
August 16-17, 2013	**CRA STARS Alliance Celebration**

☛ Mentorship

Outreach

Mark McGovern

Summer 2022

Out in Tech U's Mentorship Program

University of Pennsylvania

Runsheng "Anson" Huang

Spring 2023 – Present

MS Data Science

Malathy Nagalakshmi

Summer 2022 – Present

MS Computer and Information Science

River Yijang Dong (thesis)

Summer 2022 – Spring 2023

BA Mathematics/MS Data Science → PhD at Oxford University

Andrew Zhu

Fall 2022 – Spring 2023

PhD Computer and Information Science

Karmanya Aggarwal

Fall 2022

MS Data Science

Alexander Feng

Summer 2022 – Fall 2022

MS Data Science

Manni Arora   *Summer 2022*
MS Computer and Information Science → Software Engineer at Siri NL

Pooja Dattatri   *Summer 2022*
MS Computer and Information Science

Tim Dong   *Summer 2022*
BS at Washington University in St. Louis

Salvatore Giorgi   *Summer 2022*
PhD Computer and Information Science

Ke "Coco" Zhao   *Summer 2022*
BA Cognitive Science & Computer Science → SDE at Amazon

Bryan Li   *Spring 2021 – Spring 2022*
PhD Computer and Information Science

Anna Orosz (thesis)   *Spring 2021 – Fall 2021*
MS Data Science → Machine Learning Engineer at LinkedIn

Sanjeevini Ganni (thesis)   *Fall 2020 – Spring 2021*
MS Data Science → SDE at Amazon

Georgia Institute of Technology

Siyan "Sylvia" Li   *Spring 2020 – Fall 2020*
BS Computer Science → MS student at Stanford University

Sruthi Sudhakar   *Spring 2020*
BS Computer Science → PhD student at Columbia University

Kimberly Caras   *Spring 2020*
MS Computer Science → D&A Modeler at KPMG Digital Lighthouse

Winston Li   *Fall 2019 – Fall 2020*
BS Computer Science → Quantitative Research Engineer at Citadel

Andrew Silva   *Fall 2019*
PhD Computer Science

Srijan Sood   *Summer 2018 – Summer 2019*
MS Computer Science → Research Engineer at JP Morgan

Jainesh Doshi   *Spring 2019*
MS Computer Science → Machine Learning Engineer at JP Morgan

Taha Merghani   *Summer 2018 – Fall 2018*
MS Computer Science → AI & Deep Learning Engineer at Decooda

Ethan Tien   *Spring 2018*
BS Computer Science → CS MS student at Georgia Tech

Prithviraj Ammanabrolu   *Spring 2017 – Spring 2018*
BS Computer Science → CS PhD student at Georgia Tech

Pradyumna Tambwekar   *Spring 2017 – Spring 2018*
MS Computer Science → CS PhD student at Georgia Tech

Richa Arora   *Spring 2017 – Spring 2018*
MS Computer Science → Google Analytics

Xinyu "Lily" Wang   *Spring 2017 – Spring 2018*
MS Computer Science → MS Language Technologies student at Carnegie Mellon

Nathan Dass   *Spring 2017 – Fall 2017*
BS Computer Science → MS student at Stanford University

Murtaza Dhuliawala   *Spring 2017*
MS Computer Science → Research Software Engineer at IBM Research

Koustuv Saha   *Fall 2016*
PhD Computer Science

Yuval Pinter   *Fall 2016*
PhD Computer Science

Shruti Singh   *Spring 2016 – Fall 2016*
MS Computer Science → Software Development Engineer at Amazon

🗔 Media Coverage

Fall 2022	**"Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research"** Amy Biemiller	*Penn Engineering Magazine*
Autumn 2021	**"Lara Martin: "How Can I get a system to tell a story about anything I want?""** Masoud Golsorkhi	*TANK Magazine, Issue 88 (Narrative)*
Mar 15, 2021	**"Lara Martin on teaching AI to tell stories"** Amy Barrett	*BBC Science Focus Podcast*
Feb 17, 2021	**"Alexa, tell me a story"** Amy Barrett	*BBC Science Focus Magazine*
Apr 16, 2020	**"Meet MLGT: Lara J. Martin Trains AI Agents to Become Storytellers"** Allie McFadden	*Georgia Tech Machine Learning, Memos from MLGT*
Feb 28, 2020	**"Forget Chess—the Real Challenge Is Teaching AI to Play D&D"** Will Knight	*Wired*
Feb 4, 2020	**"Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation"** David Mitchell	*Georgia Tech School of Interactive Computing*
Oct 4, 2019	**"Sztuczna inteligencja jako pisarz: Generowanie fabuły"** **(Translation from Polish: Artificial Intelligence as a Writer: Story Generation)** Patrycja Świeczkowska	*Zeszyty Maryny (Blog)*
Feb 6, 2019	**"Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations"** **(mention)** Eliza Strickland	*IEEE Spectrum*
Feb 2, 2018	**"Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More"** Joshua Preston	*Georgia Tech GVU Center*

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