

Dr. Lara J. Martin

ASSISTANT PROFESSOR, CSEE • UNIVERSITY OF MARYLAND, BALTIMORE COUNTY (UMBC)

Information Technology and Engineering (ITE) Building, Room 216

✉ laramar@umbc.edu | 🏠 laramartin.net

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

🔍 Research Interests

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

🎓 Education

Georgia Institute of Technology

PH.D. IN HUMAN-CENTERED COMPUTING

+ Advisor: Dr. Mark O. Riedl

+ Thesis: [Neurosymbolic Automated Story Generation](#)

+ Teaching Certification: [Tech to Teaching](#) (Summer 2018)

Aug. 2015 – May 2021

Atlanta, GA

Carnegie Mellon University

M.S. IN LANGUAGE TECHNOLOGIES

+ Advisor: Dr. Alan W Black

Aug. 2013 – Aug. 2015

Pittsburgh, PA

Rutgers University — New Brunswick

B.S. IN COMPUTER SCIENCE & LINGUISTICS (DOUBLE MAJOR)

+ Advisor: Dr. Matthew Stone

Sep. 2009 – May 2013

Piscataway, NJ

🏢 Research Experience

Assistant Professor

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY – COMPUTER SCIENCE AND ELECTRICAL ENGINEERING (CSEE) DEPARTMENT

Aug 2023 – Present

Baltimore, MD

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE

Jan 2021 – Aug 2023

Philadelphia, PA

Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY – SCHOOL OF INTERACTIVE COMPUTING

Aug 2015 – Dec 2020

Atlanta, GA

Applied Scientist Intern

AMAZON.COM INC. – ALEXA SMART HOME MACHINE LEARNING

May 2017 – Aug 2017

Seattle, WA

Graduate Research Assistant

CARNEGIE MELLON UNIVERSITY – LANGUAGE TECHNOLOGIES INSTITUTE

Sept 2013 – Aug 2015

Pittsburgh, PA

Intern

UNIVERSITY OF SOUTHERN CALIFORNIA – INSTITUTE FOR CREATIVE TECHNOLOGIES

May 2011 – Aug 2011

Playa Vista, CA

👤 Teaching

CMSC 491/691 Interactive Fiction and Text Generation

INSTRUCTOR OF RECORD

Fall 2024

UMBC

CMSC 473/673 Natural Language Processing

INSTRUCTOR OF RECORD

Spring 2024

UMBC

CMSC 671 Principles of Artificial Intelligence







INSTRUCTOR OF RECORD


Fall 2023





UMBC

Projects

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

 Story understanding	[3, 6, 17]	2021 – Present
 D&D as an AI challenge	[2, 5, 7, 15, 16, 19]	2018 – Present
 Story generation	[1, 8–11, 14, 18, 20, 21, 29]	2015 – Present
 Schemas	[4, 10, 11]	2023
 Conversational agents	[25], See also: Amazon & USC ICT internships	2011, 2017, 2022
 Language learning	[23]	2014

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

 Augmentative and Alternative Communication (AAC)	[28]	2022 – Present
 Online communities	[6, 22]	2014, 2023
 Translation	[12]	2015
 Emotion recognition & affective computing	[13, 24, 26, 27]	2013 – 2015

Publications

PHD DISSERTATION

- [1] **L. J. Martin.** “Neurosymbolic Automated Story Generation”. Doctoral dissertation. Georgia Institute of Technology, 2021. URL: <https://smartech.gatech.edu/handle/1853/64643>.

CONFERENCE PROCEEDINGS *equal contribution, † presented

- [2] A. Zhu[†], **L. J. Martin**, A. Head, and C. Callison-Burch. “CALYPSO: LLMs as Dungeon Master’s Assistants”. In: *AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*. Vol. 19. 1. Salt Lake City, UT: AAAI, Oct. 2023, pp. 380–390. DOI: [10.1609/aiide.v19i1.27534](https://doi.org/10.1609/aiide.v19i1.27534). arXiv: [2308.07540](https://arxiv.org/abs/2308.07540). URL: <https://ojs.aaai.org/index.php/AIIDE/article/view/27534>. [~59% acceptance rate].
- [3] Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. “CoRRPUS: Code-based Structured Prompting for Neurosymbolic Story Understanding”. In: *Findings of the Association for Computational Linguistics: ACL 2023*. Toronto, Canada: ACL, July 2023, pp. 13152–13168. arXiv: [2212.10754](https://arxiv.org/abs/2212.10754). URL: <https://aclanthology.org/2023.findings-acl.832/>. [18.4% acceptance rate].
- [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)*. Vol. 3: System Demonstrations. Toronto, Canada: ACL, July 2023, pp. 1–10. arXiv: [2302.13048](https://arxiv.org/abs/2302.13048). URL: <https://aclanthology.org/2023.acl-demo.1/>. [37% acceptance rate].
- [5] 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)*. Vol. 1: Long Papers. Toronto, Canada: ACL, July 2023, pp. 4171–4193. arXiv: [2305.01528](https://arxiv.org/abs/2305.01528). URL: <https://aclanthology.org/2023.acl-long.229/>. [23.5% acceptance rate].
- [6] S. Giorgi, K. Zhao, A. H. Feng, and **L. J. Martin**[†]. “Author as Character and Narrator: Deconstructing Personal Narratives from the *r/AmTheAsshole* Reddit Community”. In: 17.1 (June 2023), pp. 233–244. arXiv: [2301.08104](https://arxiv.org/abs/2301.08104). URL: <https://ojs.aaai.org/index.php/ICWSM/article/view/22141>. [~20% acceptance rate].
- [7] 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: ACL, Dec. 2022, pp. 9379–9393. arXiv: [2210.07109](https://arxiv.org/abs/2210.07109). URL: <https://aclanthology.org/2022.emnlp-main.637/>. [22.1% acceptance rate].
- [8] 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: AAAI, Apr. 2020, pp. 7375–7382. DOI: [10.1609/aaai.v34i05.6232](https://doi.org/10.1609/aaai.v34i05.6232). arXiv: [1909.03480](https://arxiv.org/abs/1909.03480). URL: <https://ojs.aaai.org/index.php/AAAI/article/view/6232>. [20.6% acceptance rate].

- [9] 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](https://doi.org/10.24963/ijcai.2019/829). arXiv: [1809.10736](https://arxiv.org/abs/1809.10736). URL: <https://www.ijcai.org/proceedings/2019/829>. [17.9% acceptance rate].
- [10] **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: AAAI, Feb. 2018, pp. 868–875. ISBN: 978-1-57735-800-8. doi: [10.1609/aaai.v32i1.11430](https://doi.org/10.1609/aaai.v32i1.11430). arXiv: [1706.01331](https://arxiv.org/abs/1706.01331). URL: <https://ojs.aaai.org/index.php/AAAI/article/view/11430>. [24.6% acceptance rate].
- [11] **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, Oct. 2016, pp. 73–84. ISBN: 978-3-319-48278-1. doi: [10.1007/978-3-319-48279-8_7](https://doi.org/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].
- [12] **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](https://doi.org/10.1109/ASRU.2015.7404809). URL: <https://ieeexplore.ieee.org/document/7404809>. [47.8% acceptance rate].
- [13] **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](https://doi.org/10.1109/SLT.2014.7078556). URL: <https://ieeexplore.ieee.org/document/7078556>. [48.6% acceptance rate].

REFEREED WORKSHOP PAPERS *equal contribution, [†]presented

- [14] R. Chambers[†], N. Tack, E. Pearson, **L. J. Martin**, and F. Ferraro. “BERALL: Generating Retrieval-augmented State-based Interactive Fiction Games”. In: *4th Wordplay: When Language Meets Games Workshop @ ACL 2024*. Bangkok, Thailand, Aug. 2024. URL: <https://wordplay-workshop.github.io/pdfs/21.pdf>.
- [15] 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>.
- [16] 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=jQSSStHwtmDN>.
- [17] B. Li[†], **L. J. Martin**, and C. Callison-Burch. “CIS²: 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](https://arxiv.org/abs/2202.07880). URL: https://openreview.net/forum?id=Se-xHMYg_bc.
- [18] 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: ACL, Aug. 2019, pp. 46–55. doi: [10.18653/v1/W19-3405](https://doi.org/10.18653/v1/W19-3405). URL: <https://aclanthology.org/W19-3405/>.
- [19] **L. J. Martin**[†], S. Sood, and M. Riedl. “Dungeons and QDNs: 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>.
- [20] **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.
- [21] **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].
- [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](https://doi.org/10.3115/v1/W14-4103). URL: <https://www.aclweb.org/anthology/W14-4103/>.
- [23] 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 (DSL)*. Toronto, ON, Canada, Apr. 2014. URL: <http://www.cs.toronto.edu/dsl2014/submissions/applause-chi-paper-photo-ready.pdf>.
- [24] 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>.

OTHER PUBLICATIONS

- [25] 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/alex-prize/proceedings/quakerbot-a-household-dialog-system-powered-by-large-language-models>.

[26] 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>.

[27] 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

[28] **L. J. Martin** and M. Nagalakshmi. *Bridging the Social & Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults*. Apr. 2024. arXiv: 2404.17730. URL: <https://arxiv.org/abs/2404.17730>.

[29] 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>.

Grants and Awards

GRANTS

UMBC COEIT Interdisciplinary Proposals	2024 – 2025
“INVESTIGATING THE SOCIAL AND AFFECTIVE ASPECTS OF LARGE-LANGUAGE MODEL-BASED AUGMENTATIVE AND ALTERNATIVE COMMUNICATION SYSTEMS”	\$20,000
Foad Hamidi (Co-PI), Lara J. Martin (Co-PI)	UMBC
UMBC Summer Research Faculty Fellowship (SuRFF)	2024
“REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS”	\$8,000
Lara J. Martin	UMBC
National Science Foundation & Computing Research Association	2021 – 2023
COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP	\$200,000
Lara J. Martin (Postdoc), Chris Callison-Burch (Faculty Mentor)	University of Pennsylvania

AWARDS

James D. Foley GVSU Center Endowment	2019
FOLEY SCHOLAR AWARD	\$5,000
Lara J. Martin	Georgia Institute of Technology

Institutional Service

UMBC Language Technology Seminar Series	Fall 2024 – Present
CREATOR & ORGANIZER	UMBC
CSEE Department’s Library Liason	Fall 2024 – Present
	UMBC
UMBC Faculty Senate’s Ad Hoc Committee on AI in Teaching	Fall 2024 – Present
MEMBER	UMBC
CSEE Department Graduate Admissions Committee	Fall 2023 – Present
MEMBER	UMBC
Teaching about LLMs to Faculty Learning Committees (FLCs)	Fall 2023 – Spring 2024
VOLUNTEER	UMBC
Teaching in the era of AI FLC (11/17/2023, 4/19/2024)	
AI in the Classroom FLC (12/8/2023)	

Professional Activities – Conference Organization

SUMMARY

8	Organizer
10	Chair Positions, including ACL Action Editor
31	Program Committee Member/Reviewer
5	Community-Based Conference Attendee
54	Total Participation

ORGANIZER

IEEE Transactions on Games: Special Issue on Large Language Models and Games

May 2025

GUEST EDITOR

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

November 18-22, 2024

ETHICS & CONFERENCE EXPERIENCE CHAIR

Lexington, KY

4th Wordplay: When Language Meets Games Workshop at ACL 2024

August 16, 2024

CO-ORGANIZER

Bangkok, Thailand

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

October 11-15, 2021

DOCTORAL CONSORTIUM CHAIR

Virtual

3rd Workshop on Narrative Understanding at NAACL 2021

June 11, 2021

CO-ORGANIZER

Virtual

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

October 19-23, 2020

PUBLICITY CO-CHAIR

Virtual

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

July 9, 2020

CO-ORGANIZER

Virtual

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

October 8-12, 2019

LOCAL ARRANGEMENTS CHAIR

Atlanta, GA

OTHER CHAIR POSITIONS

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

October 8-12, 2023

SESSION CHAIR

Salt Lake City, UT

International Conference on Natural Language Generation (INLG)

September 11-15, 2023

AREA CHAIR

Prague, Czechia

International Conference on Natural Language Generation (INLG)

September 20-24, 2021

AREA CHAIR

Aberdeen, UK

International Conference for Interactive Digital Storytelling (ICIDS)

December 5-8, 2018

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

Dublin, Ireland

JOURNAL REVIEWER

2023	IEEE Transactions on Games
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

February 2024	Action Editor – ACL 2024
December 2023	Action Editor – NAACL 2024
October 2023	Action Editor – EACL 2024
August 2023	Action Editor
April 2023	Action Editor
December 2022	Action Editor
October 2022	Reviewer
July 2022	Reviewer

PROGRAM COMMITTEE MEMBER

Computational Models of Narrative Workshop	May 28-30, 2025 Geneva, Switzerland
International Conference on Natural Language Generation (INLG)	September 23-27, 2024 Tokyo, Japan
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	November 18-22, 2024
DOCTORAL CONSORTIUM	Lexington, KY
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)	October 14-17, 2024 Tampere, Finland
Annual Meeting of the Association for Computational Linguistics (ACL)	August 11-16, 2024 Bangkok, Thailand
STUDENT RESEARCH WORKSHOP	February 20-27, 2024 Vancouver, Canada
AAAI Conference on Artificial Intelligence (AAAI)	October 8-12, 2023 Salt Lake City, UT
UNDERGRADUATE CONSORTIUM	July 10-12, 2023 Toronto, Canada
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	December 7-11, 2022 Abu Dhabi, UAE
RESEARCH TRACK	October 24-28, 2022 Pomona, CA
Annual Meeting of the Association for Computational Linguistics (ACL)	June 20-23, 2022 Venice, Italy
STUDENT RESEARCH WORKSHOP	February 22-March 1, 2022 Virtual
Conference on Empirical Methods in Natural Language Processing (EMNLP)	October 11-15, 2021 Virtual
DIALOGUE AND INTERACTIVE SYSTEMS TRACK	August 17-20, 2021 Copenhagen, Denmark/Virtual
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 19-20, 2020 Virtual
SOFTWARE TRACK	September 14, 2020 Bugibba, Malta
ACM Conference on Creativity & Cognition (C&C)	November 19-23, 2019 Little Cottonwood Canyon, UT
POSTERS TRACK	August 26, 2019 San Luis Obispo, CA
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	August 1, 2019 Florence, Italy
RESEARCH TRACK	June 7, 2019 Minneapolis, MN
IEEE Conference on Games (CoG)	January 27, 2019 Honolulu, HI
NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS	November 13-17, 2018 Alberta, Canada
Interactive Narrative Technologies (INT) Workshop at AIIDE	June 5, 2018 New Orleans, LA
Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG)	
International Conference for Interactive Digital Storytelling (ICIDS)	
HUMAN FACTORS	
Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG)	
Workshop on Storytelling at ACL	
Workshop on Narrative Understanding at NAACL	
Knowledge Extraction from Games (KEG) Workshop at AAAI	
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	
ARTIFACT EVALUATION	
Workshop on Storytelling at NAACL-HLT	

COMMUNITY-BASED CONFERENCE ATTENDANCE

February 20-23, 2024	CRA Career Mentoring Workshops (CMW)
September 18-21, 2019	ACM Richard Tapia Celebration of Diversity in Computing

April 15-16, 2016
October 2-5, 2013
August 16-17, 2013

CRA-Women Graduate Cohort Workshop
Anita Borg Institute's Grace Hopper Celebration
CRA STARS Alliance Celebration

Professional Activities - Presentations

SUMMARY

2	Special Conference Presentations
14	On-Campus Invited Speaker Presentations
3	Panels
23	Total Presentations

SPECIAL CONFERENCE PRESENTATIONS

“Digital Bards: How Dungeons & Dragons will Make for Better AI”

NULab for Texts, Maps, and Networks Spring Conference at Northeastern University

April 21, 2023

Boston, MA

+ **Keynote Speaker**

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

Tapia Doctoral Consortium

September 18, 2019

San Diego, CA

+ **Winner of Best Doctoral Consortium Presentation Award.**

INVITED SPEAKER PRESENTATIONS

“Bridging the Social & Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults”

University of Maryland, Baltimore County - CSEE Research Day

May 3, 2024

Baltimore, MD

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

Human Language Technology Center of Excellence (HLTCOE)

April 18, 2024

Baltimore, MD

University of Maryland, Baltimore County - HCC Group FIKA

March 4, 2024

Baltimore, MD

Johns Hopkins University

February 16, 2024

Baltimore, MD

University of Maryland, Baltimore County

February 27, 2023

Baltimore, MD

Drexel University

February 15, 2023

Philadelphia, PA

“Neurosymbolic Storytelling or: How I Learned to Stop Worrying and Love the Large Language Model”

University of Maryland, College Park - CLIP Colloquium

October 4, 2023

College Park, MD

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

University of Southern California - NL Seminar

May 22, 2022

Los Angeles, CA/Virtual

University of California, Santa Cruz - Computational Media Seminar

November 29, 2021

Santa Cruz, CA/Virtual

Georgia Institute of Technology - NLP Seminar

September 11, 2020

Atlanta, GA/Virtual

Lawrence Livermore National Laboratory *June 11, 2020*

Livermore, CA/Virtual

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

University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar *January 25, 2021*

Philadelphia, PA/Virtual

University of Utah *April 20, 2020*

Salt Lake City, UT/Virtual

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

Georgia Tech - GVU Brown Bag *January 23, 2020*

Atlanta, GA

PANELIST

Doctoral Consortium Advice Panel

October 9, 2023

AIIDE CONFERENCE - DOCTORAL CONSORTIUM

Salt Lake City, UT

Computer Science PhD Panel

February 11, 2023

UNIVERSITY OF PENNSYLVANIA - FEMMEHACKS

Philadelphia, PA

Future of Language Research

February 20, 2020

GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANK

Atlanta, GA

🔗 PhD Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Arya Honraopatil

Summer 2024 – Present

PHD COMPUTER SCIENCE

Patty Delafuente

Spring 2024 – Present

PHD COMPUTER SCIENCE

🔗 Masters Thesis Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Naren Sivakumar

Fall 2024 – Present

MS COMPUTER SCIENCE

Shadab Choudhury

Fall 2024 – Present

MS COMPUTER SCIENCE

UNIVERSITY OF PENNSYLVANIA

River Yijang Dong (thesis)

Summer 2022 – Spring 2023

BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY

Anna Orosz (thesis)

Spring 2021 – Fall 2021

MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Sri Sanjeevini Devi Ganni (thesis)

Fall 2020 – Spring 2021

MS DATA SCIENCE → SDE AT AMAZON

🔗 Other Mentorship

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Marcus McAllister

Fall 2024 – Present

PHD COMPUTER SCIENCE

Dedeepya Palakurthi MPS DATA SCIENCE	<i>Fall 2024 – Present</i>
Saksham Kumar Sharma MS COMPUTER SCIENCE	<i>Fall 2024 – Present</i>
Ashish Athimamula MS COMPUTER SCIENCE	<i>Fall 2024 – Present</i>
Asha Kumar PHD HUMAN-CENTERED COMPUTING	<i>Summer 2024 – Present</i>
Shadab Choudhury MS COMPUTER SCIENCE	<i>Spring 2024 – Present</i>
Naren Sivakumar MS COMPUTER SCIENCE	<i>Spring 2024 – Present</i>
June Young MS COMPUTER SCIENCE	<i>Spring 2024 – Present</i>
Shawn Bray PHD COMPUTER ENGINEERING	<i>Spring 2024 – Present</i>
Arya Honraopatil MS COMPUTER SCIENCE → PHD STUDENT AT UMBC	<i>Spring 2024</i>
Tori Saylor BS COMPUTER SCIENCE	<i>Spring 2024</i>
Runsheng “Anson” Huang MS DATA SCIENCE AT UPENN	<i>Spring 2023 – Spring 2024</i>
Christopher Cui MS COMPUTER SCIENCE AT GEORGIA TECH → PHD STUDENT AT UC SAN DIEGO	<i>Summer 2023 – Fall 2023</i>

OUTREACH

Mark McGovern OUT IN TECH U’S MENTORSHIP PROGRAM	<i>Summer 2022</i>
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UNIVERSITY OF PENNSYLVANIA

Malathy Nagalakshmi MS COMPUTER AND INFORMATION SCIENCE → SDE AT AMAZON	<i>Summer 2022 – Summer 2023</i>
Andrew Zhu PHD COMPUTER AND INFORMATION SCIENCE	<i>Fall 2022 – Spring 2023</i>
Karmanya Aggarwal MS DATA SCIENCE → ML SCIENTIST AT NABLA BIO, INC.	<i>Fall 2022</i>
Alexander Feng MS DATA SCIENCE → RESEARCH DATA SCIENTIST AT BOOZ ALLEN HAMILTON	<i>Summer 2022 – Fall 2022</i>
Manni Arora MS COMPUTER AND INFORMATION SCIENCE → SOFTWARE ENGINEER AT SIRI NL	<i>Summer 2022</i>
Pooja Dattatri MS COMPUTER AND INFORMATION SCIENCE	<i>Summer 2022</i>
Tim Dong BS AT WASHINGTON UNIVERSITY IN ST. LOUIS	<i>Summer 2022</i>
Salvatore Giorgi PHD COMPUTER AND INFORMATION SCIENCE	<i>Summer 2022</i>
Ke “Coco” Zhao BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON	<i>Summer 2022</i>
Bryan Li PHD COMPUTER AND INFORMATION SCIENCE	<i>Spring 2021 – Spring 2022</i>

GEORGIA INSTITUTE OF TECHNOLOGY

Siyan “Sylvia” Li

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

*Spring 2020 – Fall 2020***Sruthi Sudhakar**

BS COMPUTER SCIENCE → PHD STUDENT AT COLUMBIA UNIVERSITY

*Spring 2020***Kimberly Caras**

MS COMPUTER SCIENCE → D&A MODELER AT KPMG DIGITAL LIGHTHOUSE

*Spring 2020***Winston Li**

BS COMPUTER SCIENCE → QUANTITATIVE RESEARCH ENGINEER AT CITADEL

*Fall 2019 – Fall 2020***Andrew Silva**

PHD COMPUTER SCIENCE

*Fall 2019***Srijan Sood**

MS COMPUTER SCIENCE → RESEARCH ENGINEER AT JP MORGAN

*Summer 2018 – Summer 2019***Jainesh Doshi**

MS COMPUTER SCIENCE → MACHINE LEARNING ENGINEER AT JP MORGAN

*Spring 2019***Taha Merghani**

MS COMPUTER SCIENCE → AI & DEEP LEARNING ENGINEER AT DECODA

*Summer 2018 – Fall 2018***Ethan Tien**

BS COMPUTER SCIENCE → CS MS STUDENT AT GEORGIA TECH

*Spring 2018***Prithviraj Ammanabrolu**

BS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

*Spring 2017 – Spring 2018***Pradyumna Tambwekar**

MS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

*Spring 2017 – Spring 2018***Richa Arora**

MS COMPUTER SCIENCE → GOOGLE ANALYTICS

*Spring 2017 – Spring 2018***Xinyu “Lily” Wang**

MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON

*Spring 2017 – Spring 2018***Nathan Dass**

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

*Spring 2017 – Fall 2017***Murtaza Dhuliawala**

MS COMPUTER SCIENCE → RESEARCH SOFTWARE ENGINEER AT IBM RESEARCH

*Spring 2017***Koustuv Saha**

PHD COMPUTER SCIENCE

*Fall 2016***Yuval Pinter**

PHD COMPUTER SCIENCE

*Fall 2016***Shruti Singh**

MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON

*Spring 2016 – Fall 2016***Will Hancock**

MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY

*Spring 2016 – Fall 2016***👤 Thesis Committee Member****Shahin Hossain**

PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC

Sai Vallurupalli

PHD COMPUTER SCIENCE AT UMBC

Aidan Newell

MS COMPUTER SCIENCE AT UMBC

Ekele Ogbadu

MS COMPUTER SCIENCE AT UMBC

*April 2024***📰 Media Coverage***Aug 19, 2023***“Hallucinating ChatGPT finds a role playing Dungeons & Dragons”**

Thomas Claburn

The Register

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 ML@GT: 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