

# Dr. Lara J. Martin

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

Information Technology and Engineering (ITE) Building, Room 216

✉ [laramar@umbc.edu](mailto:laramar@umbc.edu) | 🏠 [laramartin.net](http://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<sup>†</sup>, **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<sup>†</sup>, 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**<sup>†</sup>. “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\*<sup>†</sup>, **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<sup>†</sup>, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**<sup>†</sup>, 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\*<sup>†</sup>, **L. J. Martin**<sup>†</sup>, 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**<sup>†</sup>, 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**<sup>†</sup>, 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](https://link.springer.com/chapter/10.1007/978-3-319-48279-8_7). [36% acceptance rate].
- [12] **L. J. Martin**<sup>†</sup>, A. Wilkinson<sup>†</sup>, 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**<sup>†</sup>, 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, <sup>†</sup>presented

- [14] R. Chambers<sup>†</sup>, 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\*<sup>†</sup>, 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<sup>†</sup>, 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>.
- [17] B. Li<sup>†</sup>, **L. J. Martin**, and C. Callison-Burch. “CIS<sup>2</sup>: 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](https://openreview.net/forum?id=Se-xHMYg_bc).
- [18] P. Ammanabrolu<sup>†</sup>, 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**<sup>†</sup>, 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**<sup>†</sup>, 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](https://nips2017creativity.github.io/doc/Improvisational_Agents.pdf).
- [21] **L. J. Martin**<sup>†</sup>, 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<sup>†</sup>, 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<sup>†</sup>, V. V. Vemuri, **L. J. Martin**<sup>†</sup>, 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<sup>†</sup>, 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**

<b>UMBC COEIT Interdisciplinary Proposals</b>	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
<b>UMBC Summer Research Faculty Fellowship (SuRFF)</b>	2024
“REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS”	\$8,000
Lara J. Martin	UMBC
<b>National Science Foundation &amp; Computing Research Association</b>	2021 – 2023
COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP	\$200,000
Lara J. Martin (Postdoc), Chris Callison-Burch (Faculty Mentor)	University of Pennsylvania

**AWARDS**

<b>James D. Foley Gvu Center Endowment</b>	2019
FOLEY SCHOLAR AWARD	\$5,000
Lara J. Martin	Georgia Institute of Technology

**Institutional Service**

<b>UMBC Language Technology Seminar Series</b>	Fall 2024 – Present
CREATOR & ORGANIZER	UMBC
<b>CSEE Department’s Library Liason</b>	Fall 2024 – Present
	UMBC
<b>UMBC Faculty Senate’s Ad Hoc Committee on AI in Teaching</b>	Fall 2024 – Present
MEMBER	UMBC
<b>CSEE Department Graduate Admissions Committee</b>	Fall 2023 – Present
MEMBER	UMBC
<b>Teaching about LLMs to Faculty Learning Committees (FLCs)</b>	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	<b>Organizer</b>
10	<b>Chair Positions, including ACL Action Editor</b>
31	<b>Program Committee Member/Reviewer</b>
5	<b>Community-Based Conference Attendee</b>
54	<b>Total Participation</b>

## 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	<b>IEEE Transactions on Games</b>
2021	<b>Autonomous Agents and Multi-Agent Systems (Springer)</b>
2020	<b>IEEE Transactions on Audio, Speech and Language Processing</b>
2020	<b>ACM Computing Surveys (CSUR)</b>

## ACL ROLLING REVIEW

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

## 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
STUDENT RESEARCH WORKSHOP	Bangkok, Thailand
AAAI Conference on Artificial Intelligence (AAAI)	February 20-27, 2024
UNDERGRADUATE CONSORTIUM	Vancouver, Canada
AAAI Conf. 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 (ACL)	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 Conf. 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 Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	February 22-March 1, 2022 Virtual
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 11-15, 2021 Virtual
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 Foundations of Digital Games (FDG)	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 Foundations of Digital Games (FDG)	August 26, 2019
Workshop on Storytelling at ACL	San Luis Obispo, CA 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 Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	November 13-17, 2018
ARTIFACT EVALUATION	Alberta, Canada
Workshop on Storytelling at NAACL-HLT	June 5, 2018 New Orleans, LA

## COMMUNITY-BASED CONFERENCE ATTENDANCE

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



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	<b>Special Conference Presentations</b>
14	<b>On-Campus Invited Speaker Presentations</b>
3	<b>Panels</b>
23	<b>Total Presentations</b>

### 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
<b>“Dungeons and Discourse: Using Computational Storytelling &amp; Speech to Look at Natural Language Use”</b>	
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
<b>“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”</b>	
Georgia Tech - GVU Brown Bag .....	January 23, 2020 Atlanta, GA

## PANELIST

<b>Doctoral Consortium Advice Panel</b>	October 9, 2023
AIIDE CONFERENCE - DOCTORAL CONSORTIUM	Salt Lake City, UT
<b>Computer Science PhD Panel</b>	February 11, 2023
UNIVERSITY OF PENNSYLVANIA - FEMMEHACKS	Philadelphia, PA
<b>Future of Language Research</b>	February 20, 2020
GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANK	Atlanta, GA

## 🔗 PhD Advising

### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

<b>Arya Honraopatil</b>	Summer 2024 – Present
PHD COMPUTER SCIENCE	
<b>Patty Delafuente</b>	Spring 2024 – Present
PHD COMPUTER SCIENCE	

## 🔗 Masters Thesis Advising

### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

<b>Naren Sivakumar</b>	Fall 2024 – Present
MS COMPUTER SCIENCE	
<b>Shadab Choudhury</b>	Fall 2024 – Present
MS COMPUTER SCIENCE	

### UNIVERSITY OF PENNSYLVANIA

<b>River Yijang Dong (thesis)</b>	Summer 2022 – Spring 2023
BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY	
<b>Anna Orosz (thesis)</b>	Spring 2021 – Fall 2021
MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN	
<b>Sri Sanjeevini Devi Ganni (thesis)</b>	Fall 2020 – Spring 2021
MS DATA SCIENCE → SDE AT AMAZON	

## 🔗 Other Mentorship

### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

<b>Marcus McAllister</b>	Fall 2024 – Present
PHD COMPUTER SCIENCE	



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

## OUTREACH

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

<b>Malathy Nagalakshmi</b> MS COMPUTER AND INFORMATION SCIENCE → SDE AT AMAZON	<i>Summer 2022 – Summer 2023</i>
<b>Andrew Zhu</b> PHD COMPUTER AND INFORMATION SCIENCE	<i>Fall 2022 – Spring 2023</i>
<b>Karmanya Aggarwal</b> MS DATA SCIENCE → ML SCIENTIST AT NABLA BIO, INC.	<i>Fall 2022</i>
<b>Alexander Feng</b> MS DATA SCIENCE → RESEARCH DATA SCIENTIST AT BOOZ ALLEN HAMILTON	<i>Summer 2022 – Fall 2022</i>
<b>Manni Arora</b> MS COMPUTER AND INFORMATION SCIENCE → SOFTWARE ENGINEER AT SIRI NL	<i>Summer 2022</i>
<b>Pooja Dattatri</b> MS COMPUTER AND INFORMATION SCIENCE	<i>Summer 2022</i>
<b>Tim Dong</b> BS AT WASHINGTON UNIVERSITY IN ST. LOUIS	<i>Summer 2022</i>
<b>Salvatore Giorgi</b> PHD COMPUTER AND INFORMATION SCIENCE	<i>Summer 2022</i>
<b>Ke “Coco” Zhao</b> BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON	<i>Summer 2022</i>
<b>Bryan Li</b> 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&amp;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 &amp; 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	<b>“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research”</b> Amy Biemiller	Penn Engineering Magazine
Autumn 2021	<b>“Lara Martin: “How can I get a system to tell a story about anything I want?””</b> Masoud Golsorkhi	TANK Magazine, Issue 88 (Narrative)
Mar 15, 2021	<b>“Lara Martin on teaching AI to tell stories”</b> Amy Barrett	BBC Science Focus Podcast
Feb 17, 2021	<b>“Alexa, tell me a story”</b> Amy Barrett	BBC Science Focus Magazine
Apr 16, 2020	<b>“Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers”</b> Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT
Feb 28, 2020	<b>“Forget Chess—the Real Challenge Is Teaching AI to Play D&amp;D”</b> Will Knight	Wired
Feb 4, 2020	<b>“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation”</b> David Mitchell	Georgia Tech School of Interactive Computing
Oct 4, 2019	<b>“Sztuczna inteligencja jako pisarz: Generowanie fabuły” (Translation from Polish: Artificial Intelligence as a Writer: Story Generation)</b> Patrycja Świeczkowska	Zeszyty Maryny (Blog)
Feb 6, 2019	<b>“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention)</b> Eliza Strickland	IEEE Spectrum
Feb 2, 2018	<b>“Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More”</b> Joshua Preston	Georgia Tech GVU Center