

# Dr. Lara J. Martin

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

Information Technology and Engineering (ITE) Building, Room 216

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[Google Scholar](#) | [Github](#) | [LinkedIn](#)

## Q Research Interests

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*Human-Centered Artificial Intelligence, Natural Language Processing/Generation, Neurosymbolic Methods for NLP, Computational Creativity, Automated Story Generation & Understanding, Tabletop Roleplaying Agents, Augmentative & Alternative Communication (AAC), Assistive Technologies (AT), Speech Processing, Affective Computing*

## 🎓 Education

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### Georgia Institute of Technology

PH.D. IN HUMAN-CENTERED COMPUTING

Aug. 2015 - May 2021

Atlanta, GA

+ Advisor: Dr. Mark O. Riedl

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

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

### Carnegie Mellon University

M.S. IN LANGUAGE TECHNOLOGIES

Aug. 2013 – May 2015

Pittsburgh, PA

+ Advisor: Dr. Alan W Black

### Rutgers University — New Brunswick

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

Sep. 2009 – May 2013

Piscataway, NJ

+ Advisor: Dr. Matthew Stone

## 💻 Research Experience

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### Assistant Professor

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Aug 2023 – Present

Baltimore, MD

Computer Science and Electrical Engineering (CSEE) Department

Affiliate of the Information Systems Department

### Computing Innovation Fellow (CI Fellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA

Jan 2021 – Aug 2023

Philadelphia, PA

Computer and Information Science Department

### Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY

Aug 2015 – Dec 2020

Atlanta, GA

School of Interactive Computing

### Applied Scientist Intern

AMAZON.COM INC.

Alexa Smart Home Machine Learning

May 2017 – Aug 2017

Seattle, WA

Language Technologies Institute

## ▢ Teaching

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UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

### CMSC 491/691 Interactive Fiction and Text Generation

Fall 2025 – INSTRUCTOR OF RECORD

Fall 2024 – INSTRUCTOR OF RECORD

### CMSC 473/673 Natural Language Processing

Spring 2025 – INSTRUCTOR OF RECORD

Spring 2024 – INSTRUCTOR OF RECORD

## CMSC 671 Principles of Artificial Intelligence

Fall 2023 – INSTRUCTOR OF RECORD

## UNIVERSITY OF PENNSYLVANIA

### CIS 700 Interactive Fiction and Text Generation

Spring 2022 – Co-INSTRUCTOR, Co-taught with Dr. Chris Callison-Burch

## GEORGIA INSTITUTE OF TECHNOLOGY

### Clarks Scholars Summer Python Bootcamp

Summer 2019 – COURSE MATERIALS, Co-created syllabus/lesson plan with Dr. Cassandra Kent

### CS 3790 Introduction to Cognitive Science

Summer 2018 – INSTRUCTOR OF RECORD

## Projects

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

 Story understanding	[3, 6, 19]	2021 – Present
 D&D-Playing and Strategic Agents	[2, 5, 7, 14, 17, 18, 21, 34]	2018 – Present
 Story generation	[1, 8–11, 15, 16, 20, 22, 23, 32]	2015 – Present
 Schemas	[4, 10, 11]	2023
 Conversational agents	[27], See also: Amazon & USC ICT internships	2011, 2017, 2022
 Language learning	[25]	2014

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

 Augmentative and Alternative Communication (AAC)	[31, 33]	2022 – Present
 Emotion recognition & affective computing	[13, 28–30, 33]	2013 – Present
 Online communities	[6, 24]	2014, 2023
 Translation	[12]	2015

## Publications

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### 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<sup>†</sup>**, 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<sup>\*</sup><sup>†</sup>, I. Tham<sup>\*</sup>, Z. Hou<sup>\*</sup>, 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. 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. 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. arXiv: 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. arXiv: 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. arXiv: 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. 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. 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. URL: <https://ieeexplore.ieee.org/document/7078556>. [48.6% acceptance rate].

## PEER-REVIEWED WORKSHOP PAPERS \*equal contribution, †presented

- [14] P. Delafuente, A. Honraopatil, and **L. J. Martin**. “Does Reasoning Help LLM Agents Play Dungeons and Dragons? A Prompt Engineering Experiment”. In: *EMNLP 2025 Fifth Wordplay: When Language Meets Games Workshop*. Suzhou, China, Nov. 2025.
- [15] R. Huang, **L. J. Martin**, and C. Callison-Burch. “WHAT-IF: Exploring Branching Narratives by Meta-Prompting Large Language Models”. In: *EMNLP 2025 Fifth Wordplay: When Language Meets Games Workshop*. Suzhou, China, Nov. 2025. doi: 10.48550/arXiv.2412.10582. arXiv: 2412.10582. URL: <https://arxiv.org/abs/2412.10582>.
- [16] R. Chambers<sup>†</sup>, N. Tack, E. Pearson, **L. J. Martin**, and F. Ferraro. “BERALL: Generating Retrieval-augmented State-based Interactive Fiction Games”. In: *ACL 2024 Fourth Wordplay: When Language Meets Games Workshop*. Bangkok, Thailand, Aug. 2024. URL: <https://wordplay-workshop.github.io/wordplay2024/pdfs/21.pdf>.
- [17] 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>.
- [18] 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>.
- [19] 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. URL: [https://openreview.net/forum?id=Se-xHMYg\\_bc](https://openreview.net/forum?id=Se-xHMYg_bc).
- [20] 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. URL: <https://aclanthology.org/W19-3405>.
- [21] **L. J. Martin**<sup>†</sup>, 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>.
- [22] **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).
- [23] **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].

- [24] 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/>.
- [25] 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/dsli2014/submissions/applause-chi-paper-photo-ready.pdf>.

## OTHER PUBLICATIONS

- [26] A. Honraopatil, S. Vallurupalli, and **L. J. Martin**. “Shaping Perception of Emotional Storytelling with Synthesized Speech”. In: *Mid-Atlantic Student Colloquium on AI, Language, and Learning (MASC-ALL)*. State College, PA, USA, Apr. 2025.
- [27] 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>.
- [28] 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 informedmedia@TrecVID 2015 MED/SIN/LNK/SED”. In: *TREC Video Retrieval Evaluation 2015*. Gaithersburg, MD, Nov. 2015. URL: <https://research.monash.edu/en/publications/cmu-informedmediatrecvid-2015-medsinlnksed>.
- [29] 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. “Informedmedia@TRECVID 2014 MED and MER”. In: *TRECVID Video Retrieval Evaluation Workshop, NIST*. Gaithersburg, MD, Nov. 2014. URL: <https://apps.dtic.mil/sti/citations/AD1024376>.
- [30] 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>.

## PREPRINTS

- [31] **L. J. Martin** and M. Nagalakshmi. *Aging Up AAC: An Introspection on Augmentative and Alternative Communication Applications for Autistic Adults*. Apr. 2024. arXiv: [2404.17730](https://arxiv.org/abs/2404.17730). URL: <https://arxiv.org/abs/2404.17730>.
- [32] 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](https://arxiv.org/abs/2112.08593). URL: <https://arxiv.org/abs/2112.08593>.

## IN SUBMISSION

- [33] S. Choudhury, A. Kumar, and **L. J. Martin**. “GPT is Devastated and LLaMA is Content: Emotion Representation Alignment in LLMs for Keyword-based Generation”. In: *submission*. 2025. arXiv: [2503.11881](https://arxiv.org/abs/2503.11881). URL: <https://arxiv.org/abs/2503.11881>.
- [34] N. Sivakumar and **L. J. Martin**. “Simulating National Negotiations: Comparing the Strategies of MCTS and LLMs”. In: *submission*. 2025.

## **Grants and Awards**

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### GRANTS

#### **Association for the Advancement of Artificial Intelligence (AAAI)**

“DC-BALTIMORE AAAI AIXACCESSIBILITY EVENT” 2025 – 2026  
\$1,000  
Lara J. Martin, Foad Hamidi, Stephanie Valencia, Abraham Glasser

#### **UMBC COEIT Interdisciplinary Proposals**

“INVESTIGATING THE SOCIAL AND AFFECTIVE ASPECTS OF LARGE-LANGUAGE MODEL-BASED AUGMENTATIVE AND ALTERNATIVE COMMUNICATION SYSTEMS” 2024 – 2025  
\$20,000  
Foad Hamidi (Co-PI), Lara J. Martin (Co-PI)  
UMBC

#### **UMBC Summer Research Faculty Fellowship (SuRFF)**

“REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS” 2024  
\$8,000  
Lara J. Martin  
UMBC

#### **National Science Foundation & Computing Research Association**

(NSF 2030859) COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP 2021 – 2023  
\$200,000  
Lara J. Martin (Postdoc), Chris Callison-Burch (Faculty Mentor)  
University of Pennsylvania

### AWARDS

## Institutional Service

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**ACM Richard Tapia Celebration of Diversity in Computing**

UMBC REPRESENTATIVE

September 10-12, 2025

**College of Engineering and Information Technology (COEIT) Research Day**

WORKING GROUP MEMBER

Spring 2025

UMBC

**Language Technology Seminar Series (LaTeSS)**

CREATOR &amp; ORGANIZER

Fall 2024 – Present

UMBC

**Faculty Senate's Ad Hoc Committee on AI Integration in the Classroom**

COMMITTEE MEMBER

Fall 2024 – Spring 2025

UMBC

**Teaching about LLMs to Faculty Learning Committees (FLCs)**

VOLUNTEER

Fall 2023 – Spring 2024

UMBC

Teaching in the era of AI FLC (11/17/2023, 4/19/2024)

AI in the Classroom FLC (12/8/2023)

## Departmental Service

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**Computer Science AI/ML Undergrad Track Director**

Fall 2025 – Present

UMBC

**Inclusive Excellence Committee**

Co-FOUNDER, COMMITTEE MEMBER

Spring 2025 – Present

UMBC

**Department Library Liaison**

Fall 2024 – Present

UMBC

**Graduate Admissions Committee**

COMMITTEE MEMBER

Fall 2023 – Present

UMBC

**Undergraduate CS Academic Advisor**

Fall 2023 – Spring 2025

UMBC

## Professional Activities

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SUMMARY

10	<b>Organizer/Guest Editor</b>
12	<b>Area Chair/Senior Area Chair Positions</b>
4	<b>Grant Reviewer</b>
36	<b>Program Committee Member/Reviewer, including Journal Reviewer</b>
62	<b>Total Participation</b>

ORGANIZER AND GUEST EDITOR POSITIONS**AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)**

ETHICS CHAIR

November 10-14, 2025

Edmonton, Canada

**5th Wordplay: When Language Meets Games Workshop at EMNLP 2025**

CO-ORGANIZER

November 9, 2025

Suzhou, China

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

GUEST EDITOR

May 2025

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

ETHICS &amp; CONFERENCE EXPERIENCE CHAIR

November 18-22, 2024

Lexington, KY

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

CO-ORGANIZER

August 16, 2024

Bangkok, Thailand

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

DOCTORAL CONSORTIUM CHAIR

## **3rd Workshop on Narrative Understanding at NAACL 2021**

Co-ORGANIZER

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

PUBLICITY CO-CHAIR

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

Co-ORGANIZER

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

LOCAL ARRANGEMENTS CHAIR

October 11-15, 2021

Virtual

June 11, 2021

Virtual

October 19-23, 2020

Virtual

July 9, 2020

Virtual

October 8-12, 2019

Atlanta, GA

## OTHER CHAIR POSITIONS

### **International Conference on Natural Language Generation (INLG)**

AREA CHAIR

October 29-November 2, 2025

Hanoi, Vietnam

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

SESSION CHAIR

October 8-12, 2023

Salt Lake City, UT

### **International Conference on Natural Language Generation (INLG)**

AREA CHAIR

September 11-15, 2023

Prague, Czechia

### **International Conference on Natural Language Generation (INLG)**

AREA CHAIR

September 20-24, 2021

Aberdeen, UK

### **International Conference for Interactive Digital Storytelling (ICIDS)**

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

December 5-8, 2018

Dublin, Ireland

## GRANT REVIEWER

- 2025      **National Science Foundation (IIS)**
- 2025      **Deutsche Forschungsgemeinschaft**
- 2025      **National Science Foundation**
- 2022      **Army Research Office**

## JOURNAL REVIEWER

- 2024      **IEEE Transactions on Games**
- 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

- May 2025      **Senior Area Chair** – EMNLP 2025
- March 2025      **Reviewer** – ACL 2025
- February 2024      **Area Chair** – ACL 2024
- December 2023      **Area Chair** – NAACL 2024
- October 2023      **Area Chair** – EACL 2024
- August 2023      **Area Chair**
- April 2023      **Area Chair**
- December 2022      **Area Chair**
- October 2022      **Reviewer**
- July 2022      **Reviewer**
- April 2022      **Reviewer**
- January 2022      **Reviewer**

## PROGRAM COMMITTEE MEMBER (REVIEWER)

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>November 10-14, 2025</i> Edmonton, Canada
5th Wordplay: When Language Meets Games Workshop at EMNLP 2025	<i>November 9, 2025</i> Suzhou, China
Computational Models of Narrative Workshop	<i>May 28-30, 2025</i> Geneva, Switzerland
AAAI/ACM Conference on AI, Ethics, and Society (AIES)	<i>October 20-22, 2025</i> Madrid, Spain
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>November 18-22, 2024</i>
DOCTORAL CONSORTIUM	Lexington, KY
International Conference on Natural Language Generation (INLG)	<i>September 23-27, 2024</i> Tokyo, Japan
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)	<i>October 14-17, 2024</i> Tampere, Finland
Annual Meeting of the Association for Computational Linguistics (ACL)	<i>August 11-16, 2024</i> Bangkok, Thailand
STUDENT RESEARCH WORKSHOP	<i>February 20-27, 2024</i> Vancouver, Canada
AAAI Conference on Artificial Intelligence (AAAI)	<i>October 8-12, 2023</i> Salt Lake City, UT
UNDERGRADUATE CONSORTIUM	<i>July 10-12, 2023</i> Toronto, Canada
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>December 7-11, 2022</i> Abu Dhabi, UAE
RESEARCH TRACK – <b>BEST REVIEWER NOMINEE</b>	<i>October 24-28, 2022</i> Pomona, CA
Annual Meeting of the Association for Computational Linguistics (ACL)	<i>June 20-23, 2022</i> Venice, Italy
STUDENT RESEARCH WORKSHOP	<i>February 22-March 1, 2022</i> Virtual
Conference on Empirical Methods in Natural Language Processing (EMNLP)	<i>October 11-15, 2021</i> Virtual
DIALOGUE AND INTERACTIVE SYSTEMS TRACK	<i>August 17-20, 2021</i> Copenhagen, Denmark/Virtual
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>October 19-20, 2020</i> Virtual
SOFTWARE TRACK	
ACM Conference on Creativity & Cognition (C&C)	<i>September 14, 2020</i> Bugibba, Malta
POSTERS TRACK	
AAAI Conference on Artificial Intelligence (AAAI)	<i>November 19-23, 2019</i> Little Cottonwood Canyon, UT
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>August 26, 2019</i> San Luis Obispo, CA
RESEARCH TRACK	
IEEE Conference on Games (CoG)	<i>August 1, 2019</i> Florence, Italy
NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS	<i>June 7, 2019</i> Minneapolis, MN
Interactive Narrative Technologies (INT) Workshop at AIIDE	<i>January 27, 2019</i> Honolulu, HI
Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG)	<i>November 13-17, 2018</i> Alberta, Canada
International Conference for Interactive Digital Storytelling (ICIDS)	
HUMAN FACTORS	
Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG)	<i>June 5, 2018</i> New Orleans, LA
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	

# Invited Talks and Panels

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## SUMMARY

6	<b>Special Conference Presentations</b>
15	<b>On-Campus Invited Speaker Presentations</b>
4	<b>Panels</b>
29	<b>Total Presentations</b>

## SPECIAL CONFERENCE PRESENTATIONS

### **“Aging Up AAC: An Introspection on Augmentative and Alternative Communication Applications for Autistic Adults”**

- CCC Computing Futures Symposium – Washington, D.C. .... May 15-16, 2025  
CIFellows Symposium – Washington, D.C. .... May 13-14, 2025

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

- NULab for Texts, Maps, and Networks Spring Conference at Northeastern University – Boston, MA.... April 21, 2023  
↳ Keynote Speaker

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

- Tapia Doctoral Consortium – San Diego, CA..... September 18, 2019  
↳ Winner of Best Doctoral Consortium Presentation Award.

### **“Secrets of Computer Science Revealed”**

- STARS Alliance Celebration – Atlanta, GA..... August 17, 2013

### **“CS Outreach Amongst Piscataway Youth”**

- STARS Alliance Celebration – Atlanta, GA..... August 16, 2013

## INVITED SPEAKER PRESENTATIONS

### **“Leveraging Large Language Models (LLMs) to Create Personalized Augmentative and Alternative Communication Systems (AACs)”**

- University of Maryland, Baltimore County - COEIT Research Day – Baltimore, MD ..... April 11, 2025

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

- University of Maryland, Baltimore County - CSEE Research Day – Baltimore, MD ..... May 3, 2024

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

- Human Language Technology Center of Excellence (HLTCOE) – Baltimore, MD ..... April 18, 2024  
University of Maryland, Baltimore County - HCC Group FIKA – Baltimore, MD ..... March 4, 2024  
Johns Hopkins University – Baltimore, MD ..... February 16, 2024  
University of Maryland, Baltimore County – Baltimore, MD ..... February 27, 2023  
Drexel University – Philadelphia, PA ..... February 15, 2023

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

- University of Maryland, College Park - CLIP Colloquium – College Park, MD ..... October 4, 2023

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

- University of Southern California - NL Seminar – Los Angeles, CA/Virtual ..... May 22, 2022  
University of California, Santa Cruz - Computational Media Seminar – Santa Cruz, CA/Virtual ..... November 29, 2021  
Georgia Institute of Technology - NLP Seminar – Atlanta, GA/Virtual ..... September 11, 2020  
Lawrence Livermore National Laboratory – Livermore, CA/Virtual ..... June 11, 2020

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

University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar – Philadelphia, PA/Virtual .....	January 25, 2021
University of Utah – Salt Lake City, UT/Virtual .....	April 20, 2020
<b>“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”</b>	
Georgia Tech - GVU Brown Bag – Atlanta, GA .....	January 23, 2020

## PANELIST

### STEM Research & Publication Faculty Panel

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY - AOK LIBRARY AND GRAD STUDENT & POSTDOCTORAL DEVELOPMENT

October 13, 2025  
Baltimore, MD

### Doctoral Consortium Advice Panel

AIIDE CONFERENCE - DOCTORAL CONSORTIUM

October 9, 2023  
Salt Lake City, UT

### Computer Science PhD Panel

UNIVERSITY OF PENNSYLVANIA - FEMMEHACKS

February 11, 2023  
Philadelphia, PA

### Future of Language Research

GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANK

February 20, 2020  
Atlanta, GA

## 💡 Advising Summary

4	<b>PhD Thesis Advisees</b>
5	<b>MS Thesis Advisees</b>
8	<b>Other PhD Advisees</b>
25	<b>Other MS Advisees</b>
11	<b>Undergrad Advisees</b>
53	<b>Total Advisees</b>

## 💡 PhD Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

### Ray Groshan

PHD COMPUTER SCIENCE

Fall 2025 – Present

### Marcus McAllister

PHD COMPUTER SCIENCE

Spring 2025 – Present

Co-Advised with Dr. Cynthia Matuszek

### Arya Honraopatil

PHD COMPUTER SCIENCE

Summer 2024 – Present

### Patty Delafuente

PHD COMPUTER SCIENCE

Spring 2024 – Present

## 💡 Masters Thesis Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

### Naren Sivakumar

MS COMPUTER SCIENCE → PHD AT UMBC

Spring 2024 – Spring 2025

Thesis: Emulating Rational Decisions with Traditional and Contemporary AI

### Shadab Choudhury

MS COMPUTER SCIENCE

Spring 2024 – Spring 2025

Thesis: Connecting Language and Emotion in Large Language Models for Human-AI Collaboration

## UNIVERSITY OF PENNSYLVANIA

### **River Yijang Dong**

BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY

Thesis: COTTAGE: Coherent Text Adventure Games Generation

Summer 2022 – Spring 2023

### **Anna Orosz**

MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Thesis: Generating Text-based Adventure Games

Spring 2021 – Fall 2021

### **Sri Sanjeevini Devi Ganni**

MS DATA SCIENCE → SDE AT AMAZON

Thesis: Narratology and Fanfiction

Fall 2020 – Spring 2021

## Other Mentorship

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### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

#### **Venkata Sai Harsha Kothapalli**

MS COMPUTER SCIENCE

Fall 2025 – Present

#### **Lahari VuppalaPati**

MS COMPUTER SCIENCE

Fall 2025 – Present

#### **Paul Abili**

BS COMPUTER SCIENCE

Summer 2025 – Present

#### **AJ Boyd**

BS COMPUTER SCIENCE → DATA ENGINEER AT VISA

Fall 2024 – Spring 2025

#### **Asha Kumar**

PHD HUMAN-CENTERED COMPUTING

Summer 2024 – Fall 2024

#### **Dedeepya Palakurthi**

MPS DATA SCIENCE → SOFTWARE ENGINEER AT CVS HEALTH

Fall 2024

#### **Saksham Kumar Sharma**

MS COMPUTER SCIENCE

Fall 2024

#### **Ashish Athimamula**

MS COMPUTER SCIENCE

Fall 2024

#### **June Young**

MS COMPUTER SCIENCE

Spring 2024 – Fall 2024

#### **Shawn Bray**

PHD COMPUTER ENGINEERING

Spring 2024 – Fall 2024

#### **Arya Honraopatil**

MS COMPUTER SCIENCE → PHD STUDENT AT UMBC

Spring 2024

#### **Tori Saylor**

BS COMPUTER SCIENCE

Spring 2024

#### **Runsheng “Anson” Huang**

MS DATA SCIENCE AT UPENN → AI ENGINEER AT TERRASOFT

Spring 2023 – Spring 2024

#### **Christopher Cui**

MS COMPUTER SCIENCE AT GEORGIA TECH → PHD STUDENT AT UC SAN DIEGO

Summer 2023 – Fall 2023

## OUTREACH

### **Mark McGovern**

OUT IN TECH U'S MENTORSHIP PROGRAM

Summer 2022

### UNIVERSITY OF PENNSYLVANIA

#### **Malathy Nagalakshmi**

MS COMPUTER AND INFORMATION SCIENCE → SDE AT AMAZON

Summer 2022 – Summer 2023

#### **Andrew Zhu**

PHD COMPUTER AND INFORMATION SCIENCE

Fall 2022 – Spring 2023

<b>Tianyi Zhang</b>	Fall 2022
MS DATA SCIENCE	
<b>Karmanya Aggarwal</b>	Fall 2022
MS DATA SCIENCE → ML SCIENTIST AT NABLA BIO, INC.	
<b>Alexander Feng</b>	Summer 2022 – Fall 2022
MS DATA SCIENCE → RESEARCH DATA SCIENTIST AT BOOZ ALLEN HAMILTON	
<b>Manni Arora</b>	Summer 2022
MS COMPUTER AND INFORMATION SCIENCE → SOFTWARE ENGINEER AT SIRI NL	
<b>Pooja Dattatri</b>	Summer 2022
MS COMPUTER AND INFORMATION SCIENCE → APPLICATION DEVELOPER AT THE UNIVERSITY OF PENNSYLVANIA	
<b>Shifan “Tim” Dong</b>	Summer 2022
BS AT WASHINGTON UNIVERSITY IN ST. LOUIS → SOFTWARE DEVELOPER AT DRW	
<b>Salvatore Giorgi</b>	Summer 2022
PHD COMPUTER AND INFORMATION SCIENCE	
<b>Ke “Coco” Zhao</b>	Summer 2022
BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON	
<b>Bryan Li</b>	Spring 2021 – Spring 2022
PHD COMPUTER AND INFORMATION SCIENCE	

### GEORGIA INSTITUTE OF TECHNOLOGY

<b>Siyan “Sylvia” Li</b>	Spring 2020 – Fall 2020
BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY	
<b>Sruthi Sudhakar</b>	Spring 2020
BS COMPUTER SCIENCE → PHD STUDENT AT COLUMBIA UNIVERSITY	
<b>Kimberly Caras</b>	Spring 2020
MS COMPUTER SCIENCE → D&A MODELER AT KPMG DIGITAL LIGHTHOUSE	
<b>Winston Li</b>	Fall 2019 – Fall 2020
BS COMPUTER SCIENCE → QUANTITATIVE RESEARCH ENGINEER AT CITADEL	
<b>Andrew Silva</b>	Fall 2019
PHD COMPUTER SCIENCE	
<b>Srijan Sood</b>	Summer 2018 – Summer 2019
MS COMPUTER SCIENCE → RESEARCH ENGINEER AT JP MORGAN	
<b>Jainesh Doshi</b>	Spring 2019
MS COMPUTER SCIENCE → MACHINE LEARNING ENGINEER AT JP MORGAN	
<b>Taha Merghani</b>	Summer 2018 – Fall 2018
MS COMPUTER SCIENCE → AI & DEEP LEARNING ENGINEER AT DECOODA	
<b>Ethan Tien</b>	Spring 2018
BS COMPUTER SCIENCE → CS MS STUDENT AT GEORGIA TECH	
<b>Prithviraj Ammanabrolu</b>	Spring 2017 – Spring 2018
BS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH	
<b>Pradyumna Tambwekar</b>	Spring 2017 – Spring 2018
MS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH	
<b>Richa Arora</b>	Spring 2017 – Spring 2018
MS COMPUTER SCIENCE → GOOGLE ANALYTICS	
<b>Xinyu “Lily” Wang</b>	Spring 2017 – Spring 2018
MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON	
<b>Nathan Dass</b>	Spring 2017 – Fall 2017
BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY	
<b>Murtaza Dhuliawala</b>	Spring 2017
MS COMPUTER SCIENCE → RESEARCH SOFTWARE ENGINEER AT IBM RESEARCH	
<b>Koustuv Saha</b>	Fall 2016
PHD COMPUTER SCIENCE	

## **Yuval Pinter**

PHD COMPUTER SCIENCE

## **Shruti Singh**

MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON

## **Will Hancock**

MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY

Fall 2016

Spring 2016 – Fall 2016

Spring 2016 – Fall 2016

## **Thesis Committee Member**

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### **PHD**

	<u>Defense Date / Advisor</u>
<b>Sai Vallurupalli</b> .....	Expected 2026
PHD COMPUTER SCIENCE AT UMBC	Dr. Frank Ferraro
<b>Amal Alabdulkarim</b> .....	Expected 2026
PHD COMPUTER SCIENCE AT GEORGIA INSTITUTE OF TECHNOLOGY	Dr. Mark Riedl
<b>Shahin Hossain</b> .....	Expected Fall 2025
PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC	Dr. Ramon Goings

### **MASTERS**

	<u>Defense Date / Advisor</u>
<b>An May</b> .....	Expected Fall 2025
MS COMPUTER SCIENCE AT UMBC	Dr. Cynthia Matuszek
<b>Kaoru Seki</b> .....	November 5, 2025
MS HUMAN-CENTERED COMPUTING AT UMBC	Dr. Yasmine Kotturi
<b>Santiago Góngora</b> .....	August 11, 2025
MS COMPUTER SCIENCE AT UNIVERSIDAD DE LA REPÚBLICA, URUGUAY	Dr. Luis Chiruzzo
<b>Ekele Ogbadu</b> .....	April 26, 2024
MS COMPUTER SCIENCE AT UMBC	Dr. Cynthia Matuszek

## **Career Development**

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<i>Fall 2025 – Present</i>	<b>Faculty Learning Committee on Designing Humanizing Assignments in the Age of AI</b>
<i>Summer 2024</i>	<b>NCFDD Faculty Success Program</b>

### **CONFERENCE ATTENDANCE**

<i>September 10-12, 2025</i>	<b>CMD-IT/ACM Richard Tapia Celebration of Diversity in Computing</b>
<i>May 15-16, 2025</i>	<b>CCC Computing Futures Symposium</b>
<i>May 13-14, 2025</i>	<b>CIFellows 2025 Symposium</b>
<i>February 20-23, 2024</i>	<b>CRA Career Mentoring Workshops (CMW)</b>
<i>September 18-21, 2019</i>	<b>ACM Richard Tapia Celebration of Diversity in Computing</b>
<i>April 15-16, 2016</i>	<b>CRA-Women Graduate Cohort Workshop</b>
<i>October 2-5, 2013</i>	<b>Anita Borg Institute's Grace Hopper Celebration</b>
<i>August 16-17, 2013</i>	<b>CRA STARS Alliance Celebration</b>

## **Media Coverage**

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<i>Jul 11, 2025</i>	<b>“Interactive Storytelling with AI – Dr. Lara Martin”</b>	<i>Tingenuity AI (podcast)</i>
<i>Jacob &amp; Warren Tingen</i>		
<i>Aug 19, 2023</i>	<b>“Hallucinating ChatGPT finds a role playing Dungeons &amp; Dragons”</b>	<i>The Register</i>
<i>Thomas Claburn</i>		
<i>Fall 2022</i>	<b>“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research”</b>	<i>Penn Engineering Magazine</i>
<i>Amy Biemiller</i>		
<i>Autumn 2021</i>	<b>“Lara Martin: “How can I get a system to tell a story about anything I want?””</b>	<i>TANK Magazine, Issue 88 (Narrative)</i>
<i>Masoud Golsorkhi</i>		

<i>Mar 15, 2021</i>	<b>“Lara Martin on teaching AI to tell stories”</b> Amy Barrett	BBC Science Focus Podcast
<i>Feb 17, 2021</i>	<b>“Alexa, tell me a story”</b> Amy Barrett	BBC Science Focus Magazine
<i>Apr 16, 2020</i>	<b>“Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers”</b> Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT
<i>Feb 28, 2020</i>	<b>“Forget Chess—the Real Challenge Is Teaching AI to Play D&amp;D”</b> Will Knight	Wired
<i>Feb 4, 2020</i>	<b>“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation”</b> David Mitchell	Georgia Tech School of Interactive Computing
<i>Feb 6, 2019</i>	<b>“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention)</b> Eliza Strickland	IEEE Spectrum
<i>Feb 2, 2018</i>	<b>“Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More”</b> Joshua Preston	Georgia Tech GVU Center