

Dr. Lara J. Martin

ASSISTANT PROFESSOR, CSEE • UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

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

🎓 Education

Georgia Institute of Technology

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

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 671 Principles of Artificial Intelligence

INSTRUCTOR OF RECORD

Fall 2023

UMBC

CIS 700 Interactive Fiction and Text Generation

CO-INSTRUCTOR

+ Co-taught with Dr. Chris Callison-Burch

Spring 2022

University of Pennsylvania

CS 3790 Introduction to Cognitive Science

INSTRUCTOR OF RECORD

Summer 2018

Georgia Institute of Technology

📁 Projects

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

📖 Story understanding	[3, 6, 16]	2021 – Present
🧩 D&D as an AI challenge	[2, 5, 7, 14, 15, 18]	2018 – Present
✍️ Story generation	[1, 8–11, 17, 19, 20, 27]	2015 – Present
🧩 Schema co-creation	[4]	2023
💬 Conversational agents	[24], See also: Amazon & USC ICT internships	2011, 2017, 2022
🎧 Language learning	[22]	2014

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

📞 Augmentative and Alternative Communication (AAC)	In progress.	2022 – Present
🌐 Online communities	[6, 21]	2014, 2023
🗣️ Translation	[12]	2015
😬 Emotion recognition & affective computing	[13, 23, 25, 26]	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)*. Salt Lake City, UT: AAAI, Oct. 2023. arXiv: [2308.07540](https://arxiv.org/abs/2308.07540). [~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/>.
- [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/AmITheAsshole* 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. “Improviseational 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] 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>.
- [15] S. Papazov[†], W. Gill, M. Garcia Ferreiro, A. Zhu, **L. J. Martin**, and C. Callison-Burch. “Using Language Models to Convert Between Natural Language and Game Commands”. In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: <https://openreview.net/forum?id=jQSStHwtmDN>.
- [16] 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.
- [17] 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/>.
- [18] **L. J. Martin**[†], S. Sood, and M. Riedl. “Dungeons and DQNs: Toward Reinforcement Learning Agents that Play Tabletop Roleplaying Games”. In: *Joint AIIDE Workshop on Intelligent Narrative Technologies and Workshop on Intelligent Cinematography and Editing (INT-WICED)*. Ed. by H.-Y. Wu, M. Si, and A. Jhala. Edmonton, AB, Canada: http://ceur-ws.org, Nov. 2018. URL: <http://ceur-ws.org/Vol-2321/paper4.pdf>.
- [19] **L. J. Martin**[†], P. Ammanabrolu, X. Wang, S. Singh, B. Harrison, M. Dhuliawala, P. Tambwekar, A. Mehta, R. Arora, N. Dass, C. Purdy, and M. O. Riedl. “Improviseational Storytelling Agents”. In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: https://nips2017creativity.github.io/doc/Improviseational_Agents.pdf.
- [20] **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].
- [21] S. Moon[†], S. Potdar, and **L. J. Martin**. “Identifying Student Leaders from MOOC Discussion Forums through Language Influence”. In: *CHI 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/>.
- [22] 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>.
- [23] 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

- [24] 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>.
- [25] 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>.
- [26] 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

- [27] 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>.

Institutional Service

President's Undergraduate Research Awards (PURA)

REVIEWER

School of Interactive Computing's Prospective Student Visit Week

VOLUNTEER

School of Interactive Computing Faculty Hiring Committee

MEMBER

Graduate Student Council

MEMBER

Human-Centered Computing Website

WEBSITE MANAGER

School of Interactive Computing's Prospective Student Visit Week

COORDINATOR

Summer 2019

Georgia Institute of Technology

Spring '16, '17, '18

Georgia Institute of Technology

Fall 2018

Georgia Institute of Technology

Fall 2018 – Spring 2019

Georgia Institute of Technology

Fall 2017 – Spring 2019

Georgia Institute of Technology

Spring 2016

Georgia Institute of Technology

Professional Activities - Presentations

SUMMARY

12	On-Campus Invited Speaker Presentations	<i>2013 – Present</i>
2	Special Conference Presentations	<i>2019 – Present</i>
2	Guest Lectures	<i>2021 – Present</i>
16	Total Presentations	<i>2013 – Present</i>

SPECIAL CONFERENCE PRESENTATIONS

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

NULab for Texts, Maps, and Networks (Northeastern University) Spring Conference

April 21, 2023

+ **Keynote Speaker**

Boston, MA

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

Tapia Doctoral Consortium

September 18, 2019

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

San Diego, CA

ON-CAMPUS INVITED SPEAKER PRESENTATIONS

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

PRESENTER – University of Maryland–Baltimore County

February 27, 2023

Baltimore, MD

PRESENTER – Drexel University

February 15, 2023

Philadelphia, PA

“Computer Science PhD Panel”

PANELIST – University of Pennsylvania - FemmeHacks

February 11, 2023

Philadelphia, PA

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

PRESENTER – *University of Southern California - NL Seminar*

May 22, 2022

Los Angeles, CA/Virtual

PRESENTER – University of California, Santa Cruz - Computational Media Seminar

November 29, 2021

Santa Cruz, CA/Virtual

PRESENTER – *Georgia Institute of Technology - NLP Seminar*

September 11, 2020

Atlanta, GA/Virtual

PRESENTER – Lawrence Livermore National Laboratory	June 11, 2020 Livermore, CA/Virtual
“Dungeons and Discourse: Using Computational Storytelling & Speech to Look at Natural Language Use”	
PRESENTER – University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar	January 25, 2021 Philadelphia, PA/Virtual
PRESENTER – University of Utah	April 20, 2020 Salt Lake City, UT/Virtual
“Future of Language Research”	
PANELIST – Georgia Institute of Technology - IPaT Thursday Think Tank	February 20, 2020 Atlanta, GA
“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”	
PRESENTER – Georgia Tech - GVV Brown Bag	January 23, 2020 Atlanta, GA
“A Model of Uncertainty in Language”	
PRESENTER – University of Pennsylvania - REU Site Meeting	July 18, 2013 Philadelphia, PA

GUEST LECTURES

“Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use”	
University of Pennsylvania - Computational Linguistics Class	November 30, 2021 Philadelphia, PA/Virtual
“Neurosymbolic Automated Story Generation”	
University of Kentucky - Topics and Artificial Intelligence: Interactive Narrative Seminar	April 30, 2021 Lexington, KY/Virtual

Professional Activities – Conference Organization

SUMMARY

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

ORGANIZER

4th Wordplay: When Language Meets Games Workshop	TBA
3rd Workshop on Narrative Understanding at NAACL 2021	June 11, 2021 Virtual
1st Workshop on Narrative Understanding, Storylines, and Events (NUSE) at ACL 2020	July 9, 2020 Virtual

CHAIR POSITIONS

International Conference on Natural Language Generation (INLG)	September 11-15, 2023 Prague, Czechia
AREA CHAIR	
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 11-15, 2021 Virtual
DOCTORAL CONSORTIUM CHAIR	

International Conference on Natural Language Generation (INLG) AREA CHAIR	<i>September 20-24, 2021</i> Aberdeen, UK
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) PUBLICITY CO-CHAIR	<i>October 19-23, 2020</i> Virtual
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) LOCAL ARRANGEMENTS CHAIR	<i>October 8-12, 2019</i> Georgia Institute of Technology, Atlanta, GA
International Conference for Interactive Digital Storytelling (ICIDS) ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK	<i>December 5-8, 2018</i> Dublin, Ireland
<u>PROGRAM COMMITTEE MEMBER</u>	
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) RESEARCH TRACK	<i>October 8-12, 2023</i> Salt Lake City, UT
Annual Meeting of the Association for Computational Linguistics STUDENT RESEARCH WORKSHOP	<i>July 10-12, 2023</i> Toronto, Canada
Conference on Empirical Methods in Natural Language Processing (EMNLP) DIALOGUE AND INTERACTIVE SYSTEMS TRACK	<i>December 7-11, 2022</i> Abu Dhabi, UAE
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) SOFTWARE TRACK	<i>October 24-28, 2022</i> Pomona, CA
ACM Conference on Creativity & Cognition (C&C) POSTERS TRACK	<i>June 20-23, 2022</i> Venice, Italy
AAAI Conference on Artificial Intelligence (AAAI)	<i>February 22-March 1, 2022</i> Virtual
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) RESEARCH TRACK	<i>October 11-15, 2021</i> Virtual
IEEE Conference on Games (CoG) NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS	<i>August 17-20, 2021</i> Copenhagen, Denmark/Virtual
Interactive Narrative Technologies (INT) Workshop at AIIDE	<i>October 19-20, 2020</i> Virtual
Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference	<i>September 14, 2020</i> Bugibba, Malta
International Conference for Interactive Digital Storytelling (ICIDS) HUMAN FACTORS	<i>November 19-23, 2019</i> Little Cottonwood Canyon, UT
Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference	<i>August 26, 2019</i> San Luis Obispo, CA
Workshop on Storytelling at ACL	<i>August 1, 2019</i> Florence, Italy
Workshop on Narrative Understanding at NAACL	<i>June 7, 2019</i> Minneapolis, MN
Knowledge Extraction from Games (KEG) Workshop at AAAI	<i>January 27, 2019</i> Honolulu, HI
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) ARTIFACT EVALUATION	<i>November 13-17, 2018</i> Alberta, Canada
Workshop on Storytelling at NAACL-HLT	<i>June 5, 2018</i> New Orleans, LA

JOURNAL REVIEWER

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

ACL ROLLING REVIEW

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

COMMUNITY-BASED CONFERENCE ATTENDANCE

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

Mentorship

OUTREACH

Mark McGovern

OUT IN TECH U'S MENTORSHIP PROGRAM

Summer 2022

UNIVERSITY OF PENNSYLVANIA

Runsheng "Anson" Huang

MS DATA SCIENCE

Spring 2023 – Summer 2023

Malathy Nagalakshmi

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022 – Summer 2023

River Yijang Dong (thesis)

BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY

Summer 2022 – Spring 2023

Andrew Zhu

PHD COMPUTER AND INFORMATION SCIENCE

Fall 2022 – Spring 2023

Karmanya Aggarwal

MS DATA SCIENCE

Fall 2022

Alexander Feng

MS DATA SCIENCE

Summer 2022 – Fall 2022

Manni Arora

MS COMPUTER AND INFORMATION SCIENCE → SOFTWARE ENGINEER AT SIRI NL

Summer 2022

Pooja Dattatri

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022

Tim Dong

BS AT WASHINGTON UNIVERSITY IN ST. LOUIS

Summer 2022

Salvatore Giorgi

PHD COMPUTER AND INFORMATION SCIENCE

Summer 2022

Ke "Coco" Zhao

BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON

Summer 2022

Bryan Li

PHD COMPUTER AND INFORMATION SCIENCE

Spring 2021 – Spring 2022

Anna Orosz (thesis)

MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Spring 2021 – Fall 2021

Sanjeevini Ganni (thesis)

MS DATA SCIENCE → SDE AT AMAZON

Fall 2020 – Spring 2021

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

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 MLGT: Lara J. Martin Trains AI Agents to Become Storytellers” Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT
Feb 28, 2020	“Forget Chess—the Real Challenge Is Teaching AI to Play D&D” Will Knight	Wired
Feb 4, 2020	“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation” David Mitchell	Georgia Tech School of Interactive Computing
Oct 4, 2019	“Sztuczna inteligencja jako pisarz: Generowanie fabuły” (Translation from Polish: Artificial Intelligence as a Writer: Story Generation) Patrycja Świeczkowska	Zeszyty Maryny (Blog)
Feb 6, 2019	“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention) Eliza Strickland	IEEE Spectrum
Feb 2, 2018	“Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More” Joshua Preston	Georgia Tech GVV Center