

Dr. Lara J. Martin

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

Information Technology and Engineering (ITE) Building, Room 216

✉ laramar@umbc.edu | 🏠 laramartin.net

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

🔍 Research Interests

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

🎓 Education

Georgia Institute of Technology

PH.D. IN HUMAN-CENTERED COMPUTING

+ Advisor: Dr. Mark O. Riedl

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

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

Aug. 2015 – May 2021

Atlanta, GA

Carnegie Mellon University

M.S. IN LANGUAGE TECHNOLOGIES

+ Advisor: Dr. Alan W Black

Aug. 2013 – Aug. 2015

Pittsburgh, PA

Rutgers University — New Brunswick

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

+ Advisor: Dr. Matthew Stone

Sep. 2009 – May 2013

Piscataway, NJ

🏢 Research Experience

Assistant Professor

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

Aug 2023 – Present

Baltimore, MD

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE

Jan 2021 – Aug 2023

Philadelphia, PA

Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY – SCHOOL OF INTERACTIVE COMPUTING

Aug 2015 – Dec 2020

Atlanta, GA

Applied Scientist Intern

AMAZON.COM INC. – ALEXA SMART HOME MACHINE LEARNING

May 2017 – Aug 2017

Seattle, WA

Graduate Research Assistant

CARNEGIE MELLON UNIVERSITY – LANGUAGE TECHNOLOGIES INSTITUTE

Sept 2013 – Aug 2015

Pittsburgh, PA

Intern

UNIVERSITY OF SOUTHERN CALIFORNIA – INSTITUTE FOR CREATIVE TECHNOLOGIES

May 2011 – Aug 2011

Playa Vista, CA

👤 Teaching

CMSC 491/691 Interactive Fiction and Text Generation

INSTRUCTOR OF RECORD

Fall 2024

UMBC

CMSC 473/673 Natural Language Processing

INSTRUCTOR OF RECORD

Spring 2024

UMBC

CMSC 671 Principles of Artificial Intelligence

INSTRUCTOR OF RECORD

Fall 2023

UMBC

📁 Projects

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

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

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

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

📄 Publications

PHD DISSERTATION

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

CONFERENCE PROCEEDINGS *equal contribution, † presented

- [2] A. Zhu[†], **L. J. Martin**, A. Head, and C. Callison-Burch. “CALYPSO: LLMs as Dungeon Master’s Assistants”. In: *AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*. Vol. 19. 1. Salt Lake City, UT: AAAI, Oct. 2023, pp. 380–390. DOI: [10.1609/aiide.v19i1.27534](https://doi.org/10.1609/aiide.v19i1.27534). arXiv: [2308.07540](https://arxiv.org/abs/2308.07540). URL: <https://ojs.aaai.org/index.php/AIIDE/article/view/27534>. [~59% acceptance rate].
- [3] Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. “CoRRPUS: Code-based Structured Prompting for Neurosymbolic Story Understanding”. In: *Findings of the Association for Computational Linguistics: ACL 2023*. Toronto, Canada: ACL, July 2023, pp. 13152–13168. arXiv: [2212.10754](https://arxiv.org/abs/2212.10754). URL: <https://aclanthology.org/2023.findings-acl.832/>. [18.4% acceptance rate].
- [4] T. Zhang*, I. Tham*, Z. Hou*, J. Ren, L. Zhou, H. Xu, L. Zhang, **L. J. Martin**, R. Dror, S. Li, H. Ji, M. Palmer, S. Brown, R. Suchocki, and C. Callison-Burch. “Human-in-the-Loop Schema Induction”. In: *Annual Meeting of the Association for Computational Linguistics (ACL)*. Vol. 3: System Demonstrations. Toronto, Canada: ACL, July 2023, pp. 1–10. arXiv: [2302.13048](https://arxiv.org/abs/2302.13048). URL: <https://aclanthology.org/2023.acl-demo.1/>. [37% acceptance rate].
- [5] A. Zhu[†], K. Aggarwal, A. Feng, **L. J. Martin**, and C. Callison-Burch. “FIREBALL: A Dataset of Dungeons and Dragons Actual-Play with Structured Game State Information”. In: *Annual Meeting of the Association for Computational Linguistics (ACL)*. Vol. 1: Long Papers. Toronto, Canada: ACL, July 2023, pp. 4171–4193. arXiv: [2305.01528](https://arxiv.org/abs/2305.01528). URL: <https://aclanthology.org/2023.acl-long.229/>. [23.5% acceptance rate].
- [6] S. Giorgi, K. Zhao, A. H. Feng, and **L. J. Martin**[†]. “Author as Character and Narrator: Deconstructing Personal Narratives from the *r/AmTheAsshole* Reddit Community”. In: 17.1 (June 2023), pp. 233–244. arXiv: [2301.08104](https://arxiv.org/abs/2301.08104). URL: <https://ojs.aaai.org/index.php/ICWSM/article/view/22141>. [~20% acceptance rate].
- [7] C. Callison-Burch*, G. S. Tomar*[†], **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. “Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence”. In: *Conference on Empirical Methods in Natural Language Processing (EMNLP)*. Abu Dhabi, United Arab Emirates: ACL, Dec. 2022, pp. 9379–9393. arXiv: [2210.07109](https://arxiv.org/abs/2210.07109). URL: <https://aclanthology.org/2022.emnlp-main.637/>. [22.1% acceptance rate].
- [8] P. Ammanabrolu[†], E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**[†], and M. O. Riedl. “Story Realization: Expanding Plot Events into Sentences”. In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 34. 5. New York, NY: AAAI, Apr. 2020, pp. 7375–7382. DOI: [10.1609/aaai.v34i05.6232](https://doi.org/10.1609/aaai.v34i05.6232). arXiv: [1909.03480](https://arxiv.org/abs/1909.03480). URL: <https://ojs.aaai.org/index.php/AAAI/article/view/6232>. [20.6% acceptance rate].

- [9] P. Tambwekar*, M. Dhuliawala*†, **L. J. Martin**†, A. Mehta, B. Harrison, and M. O. Riedl. “Controllable Neural Story Plot Generation via Reward Shaping”. In: *International Joint Conference on Artificial Intelligence (IJCAI)*. Macao, China, July 2019, pp. 5982–5988. doi: [10.24963/ijcai.2019/829](https://doi.org/10.24963/ijcai.2019/829). arXiv: [1809.10736](https://arxiv.org/abs/1809.10736). URL: <https://www.ijcai.org/proceedings/2019/829>. [17.9% acceptance rate].
- [10] **L. J. Martin**†, P. Ammanabrolu, X. Wang, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. “Event Representations for Automated Story Generation with Deep Neural Nets”. In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 32. 1. New Orleans, LA: AAAI, Feb. 2018, pp. 868–875. ISBN: 978-1-57735-800-8. doi: [10.1609/aaai.v32i1.11430](https://doi.org/10.1609/aaai.v32i1.11430). arXiv: [1706.01331](https://arxiv.org/abs/1706.01331). URL: <https://ojs.aaai.org/index.php/AAAI/article/view/11430>. [24.6% acceptance rate].
- [11] **L. J. Martin**†, B. Harrison, and M. O. Riedl. “Improvisational Computational Storytelling in Open Worlds”. In: *International Conference on Interactive Digital Storytelling (ICIDS)*. Ed. by F. Nack and A. Gordon. Vol. 10045. Lecture Notes in Computer Science (LNCS). Los Angeles, CA: Springer, Oct. 2016, pp. 73–84. ISBN: 978-3-319-48278-1. doi: [10.1007/978-3-319-48279-8_7](https://doi.org/10.1007/978-3-319-48279-8_7). URL: https://link.springer.com/chapter/10.1007/978-3-319-48279-8_7. [36% acceptance rate].
- [12] **L. J. Martin**†, A. Wilkinson†, S. S. Miryala, V. Robison, and A. W. Black. “Utterance Classification in Speech-to-Speech Translation for Zero-Resource Languages in the Hospital Administration Domain”. In: *2015 IEEE Workshop on Automatic Speech Recognition and Understanding (ASRU)*. Scottsdale, AZ: IEEE, Dec. 2015, pp. 303–309. doi: [10.1109/ASRU.2015.7404809](https://doi.org/10.1109/ASRU.2015.7404809). URL: <https://ieeexplore.ieee.org/document/7404809>. [47.8% acceptance rate].
- [13] **L. J. Martin**†, M. Stone, F. Metze, and J. Mostow. “A Methodology for Using Crowdsourced Data to Measure Uncertainty in Natural Speech”. In: *2014 IEEE Spoken Language Technology Workshop (SLT)*. South Lake Tahoe, NV: IEEE, Dec. 2014, pp. 95–99. doi: [10.1109/SLT.2014.7078556](https://doi.org/10.1109/SLT.2014.7078556). URL: <https://ieeexplore.ieee.org/document/7078556>. [48.6% acceptance rate].

REFEREED WORKSHOP PAPERS *equal contribution, †presented

- [14] R. Chambers†, N. Tack, E. Pearson, **L. J. Martin**, and F. Ferraro. “BERALL: Generating Retrieval-augmented State-based Interactive Fiction Games”. In: *4th Wordplay: When Language Meets Games Workshop @ ACL 2024*. Bangkok, Thailand, Aug. 2024. URL: <https://wordplay-workshop.github.io/pdfs/21.pdf>.
- [15] C. Callison-Burch*†, G. S. Tomar*, **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. “Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence”. In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: <https://openreview.net/forum?id=EKwH-BMlkzq>.
- [16] S. Papazov†, W. Gill, M. Garcia Ferreiro, A. Zhu, **L. J. Martin**, and C. Callison-Burch. “Using Language Models to Convert Between Natural Language and Game Commands”. In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: <https://openreview.net/forum?id=jQSSStHwtmDN>.
- [17] B. Li†, **L. J. Martin**, and C. Callison-Burch. “CIS²: A Simplified Commonsense Inference Evaluation for Story Prose”. In: *ACL 2022 Workshop on Commonsense Representation and Reasoning (CSRR)*. Virtual/Dublin, Ireland, Mar. 2022. arXiv: [2202.07880](https://arxiv.org/abs/2202.07880). URL: https://openreview.net/forum?id=Se-xHMYg_bc.
- [18] P. Ammanabrolu†, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**, and M. O. Riedl. “Guided Neural Language Generation for Automated Storytelling”. In: *ACL 2019 Second Workshop on Storytelling (StoryNLP)*. Florence, Italy: ACL, Aug. 2019, pp. 46–55. doi: [10.18653/v1/W19-3405](https://doi.org/10.18653/v1/W19-3405). URL: <https://aclanthology.org/W19-3405/>.
- [19] **L. J. Martin**†, S. Sood, and M. Riedl. “Dungeons and QDNs: Toward Reinforcement Learning Agents that Play Tabletop Roleplaying Games”. In: *Joint AIIDE Workshop on Intelligent Narrative Technologies and Workshop on Intelligent Cinematography and Editing (INT-WICED)*. Ed. by H.-Y. Wu, M. Si, and A. Jhala. Edmonton, AB, Canada: http://ceur-ws.org, Nov. 2018. URL: <http://ceur-ws.org/Vol-2321/paper4.pdf>.
- [20] **L. J. Martin**†, P. Ammanabrolu, X. Wang, S. Singh, B. Harrison, M. Dhuliawala, P. Tambwekar, A. Mehta, R. Arora, N. Dass, C. Purdy, and M. O. Riedl. “Improvisational Storytelling Agents”. In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: https://nips2017creativity.github.io/doc/Improvisational_Agents.pdf.
- [21] **L. J. Martin**†, P. Ammanabrolu, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. “Event Representations for Automated Story Generation with Deep Neural Nets”. In: *KDD 2017 Workshop on Machine Learning for Creativity*. Halifax, NS, Canada, 2017. URL: <https://arxiv.org/abs/1706.01331v2>. [38% acceptance rate].
- [22] S. Moon†, S. Potdar, and **L. J. Martin**. “Identifying Student Leaders from MOOC Discussion Forums through Language Influence”. In: *EMNLP 2014 Workshop on Analysis of Large Scale Social Interaction in MOOCs*. Doha, Qatar, Oct. 2014, pp. 15–20. doi: [10.3115/v1/W14-4103](https://doi.org/10.3115/v1/W14-4103). URL: <https://www.aclweb.org/anthology/W14-4103/>.
- [23] N. Wolfe†, V. V. Vemuri, **L. J. Martin**†, F. Metze, and A. W. Black. “Applause: A Learning Tool for Low-Resource Languages”. In: *CHI 2014 Designing Speech and Language Interactions Workshop (DSL)*. Toronto, ON, Canada, Apr. 2014. URL: <http://www.cs.toronto.edu/dsl2014/submissions/applause-chi-paper-photo-ready.pdf>.
- [24] S. Cosentino†, S. Burger, **L. J. Martin**, F. Metze, T. Kishi, K. Hashimoto, S. Sessa, M. Zecca, and A. Takanishi. “A multisensory non-invasive system for laughter analysis”. In: *36th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC)*. Chicago, IL, 2014. URL: <https://laramartin.net/pub/EMBC14-Laughter.pdf>.

OTHER PUBLICATIONS

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

- [26] S. Yu, L. Jiang, Z. Xu, Z. Lan, S. Xu, X. Chang, X. Li, Z. Mao, C. Gan, Y. Miao, X. Du, Y. Cai, **L. J. Martin**, N. Wolfe, A. Kumar, H. Li, M. Lin, Z. Ma, Y. Yang, D. Meng, S. Shan, P. D. Sahin, S. Burger, F. Metze, R. Singh, B. Raj, T. Mitamura, R. Stern, and A. Hauptmann. "CMU informedia@TrecVID 2015 MED/SIN/LNK/SED". In: *TREC Video Retrieval Evaluation 2015*. Gaithersburg, MD, Nov. 2015. URL: <https://research.monash.edu/en/publications/cmu-informediatrecvid-2015-medsinlnksed>.
- [27] S. Yu, L. Jiang, Z. Mao, X. Chang, X. Du, C. Gan, Z. Lan, Z. Xu, X. Li, Y. Cai, A. Kumar, Y. Miao, **L. J. Martin**, N. Wolfe, S. Xu, H. Li, M. Lin, Z. Ma, Y. Yang, D. Meng, S. Shan, P. Duygulu Sahin, S. Burger, F. Metze, R. Singh, B. Raj, T. Mitamura, R. Stern, and A. Hauptmann. "Informedia@TRECVID 2014 MED and MER". In: *TRECVID Video Retrieval Evaluation Workshop, NIST*. Gaithersburg, MD, Nov. 2014. URL: <https://apps.dtic.mil/sti/citations/AD1024376>.

PREPRINTS

- [28] **L. J. Martin** and M. Nagalakshmi. *Bridging the Social & Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults*. Apr. 2024. arXiv: 2404.17730. URL: <https://arxiv.org/abs/2404.17730>.
- [29] A. Alabdulkarim, W. Li, **L. J. Martin**, and M. O. Riedl. *Goal-Directed Story Generation: Augmenting Generative Language Models with Reinforcement Learning*. Dec. 2021. arXiv: 2112.08593. URL: <https://arxiv.org/abs/2112.08593>.

Grants and Awards

GRANTS

UMBC COEIT Interdisciplinary Proposals

"INVESTIGATING THE SOCIAL AND AFFECTIVE ASPECTS OF LARGE-LANGUAGE MODEL-BASED AUGMENTATIVE AND ALTERNATIVE COMMUNICATION SYSTEMS"

Foad Hamidi (Co-PI), Lara J. Martin (Co-PI)

2024 – 2025

\$20,000

UMBC

UMBC Summer Research Faculty Fellowship (SuRFF)

"REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS"

Lara J. Martin

2024

\$8,000

UMBC

National Science Foundation & Computing Research Association

COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP

Lara J. Martin (Postdoc), Chris Callison-Burch (Faculty Mentor)

2021 – 2023

\$200,000

University of Pennsylvania

AWARDS

James D. Foley GVSU Center Endowment

FOLEY SCHOLAR AWARD

Lara J. Martin

2019

\$5,000

Georgia Institute of Technology

Institutional Service

CSEE Department's Library Liason

Fall 2024 – Present

UMBC

UMBC Faculty Senate's Committee on AI in Teaching

MEMBER

Fall 2024 – Present

UMBC

CSEE Department Graduate Admissions Committee

MEMBER

Fall 2023 – Summer 2024

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)

Professional Activities – Conference Organization

SUMMARY

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

ORGANIZER

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

May 2025

GUEST EDITOR

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

November 18-22, 2024

ETHICS & CONFERENCE EXPERIENCE CHAIR

Lexington, KY

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

August 16, 2024

CO-ORGANIZER

Bangkok, Thailand

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

October 11-15, 2021

DOCTORAL CONSORTIUM CHAIR

Virtual

3rd Workshop on Narrative Understanding at NAACL 2021

June 11, 2021

CO-ORGANIZER

Virtual

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

October 19-23, 2020

PUBLICITY CO-CHAIR

Virtual

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

July 9, 2020

CO-ORGANIZER

Virtual

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

October 8-12, 2019

LOCAL ARRANGEMENTS CHAIR

Atlanta, GA

OTHER CHAIR POSITIONS

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

October 8-12, 2023

SESSION CHAIR

Salt Lake City, UT

International Conference on Natural Language Generation (INLG)

September 11-15, 2023

AREA CHAIR

Prague, Czechia

International Conference on Natural Language Generation (INLG)

September 20-24, 2021

AREA CHAIR

Aberdeen, UK

International Conference for Interactive Digital Storytelling (ICIDS)

December 5-8, 2018

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

Dublin, Ireland

JOURNAL REVIEWER

2023	IEEE Transactions on Games
2021	Autonomous Agents and Multi-Agent Systems (Springer)
2020	IEEE Transactions on Audio, Speech and Language Processing
2020	ACM Computing Surveys (CSUR)

ACL ROLLING REVIEW

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

PROGRAM COMMITTEE MEMBER

Computational Models of Narrative Workshop	May 28-30, 2025 Geneva, Switzerland
International Conference on Natural Language Generation (INLG)	September 23-27, 2024 Tokyo, Japan
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	November 18-22, 2024
DOCTORAL CONSORTIUM	Lexington, KY
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)	October 14-17, 2024 Tampere, Finland
Annual Meeting of the Association for Computational Linguistics (ACL)	August 11-16, 2024 Bangkok, Thailand
STUDENT RESEARCH WORKSHOP	
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	
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 San Luis Obispo, CA
Workshop on Storytelling at ACL	August 1, 2019 Florence, Italy
Workshop on Narrative Understanding at NAACL	June 7, 2019 Minneapolis, MN
Knowledge Extraction from Games (KEG) Workshop at AAAI	January 27, 2019 Honolulu, HI
AAAI 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	CRA Career Mentoring Workshops (CMW)
September 18-21, 2019	ACM Richard Tapia Celebration of Diversity in Computing

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

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

Professional Activities - Presentations

SUMMARY

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

SPECIAL CONFERENCE PRESENTATIONS

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

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

April 21, 2023

Boston, MA

+ **Keynote Speaker**

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

Tapia Doctoral Consortium

September 18, 2019

San Diego, CA

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

INVITED SPEAKER PRESENTATIONS

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

University of Maryland, Baltimore County - CSEE Research Day

May 3, 2024

Baltimore, MD

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

Human Language Technology Center of Excellence (HLTCOE)

April 18, 2024

Baltimore, MD

University of Maryland, Baltimore County - HCC Group FIKa

March 4, 2024

Baltimore, MD

Johns Hopkins University

February 16, 2024

Baltimore, MD

University of Maryland, Baltimore County

February 27, 2023

Baltimore, MD

Drexel University

February 15, 2023

Philadelphia, PA

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

University of Maryland, College Park - CLIP Colloquium

October 4, 2023

College Park, MD

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

University of Southern California - NL Seminar

May 22, 2022

Los Angeles, CA/Virtual

University of California, Santa Cruz - Computational Media Seminar

November 29, 2021

Santa Cruz, CA/Virtual

Georgia Institute of Technology - NLP Seminar

September 11, 2020

Atlanta, GA/Virtual

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

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

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

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

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

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

PANELIST

Doctoral Consortium Advice Panel

AIIDE 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

🔗 PhD Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Arya Honraopatil

PHD COMPUTER SCIENCE

Summer 2024 – Present

Patty Delafuente

PHD COMPUTER SCIENCE

Spring 2024 – Present

🔗 Masters Thesis Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Shadab Choudhury

MS COMPUTER SCIENCE

Fall 2024

UNIVERSITY OF PENNSYLVANIA

River Yijang Dong (thesis)

BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY

Summer 2022 – Spring 2023

Anna Orosz (thesis)

MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Spring 2021 – Fall 2021

Sri Sanjeevini Devi Ganni (thesis)

MS DATA SCIENCE → SDE AT AMAZON

Fall 2020 – Spring 2021

🔗 Other Mentorship

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Saksham Kumar Sharma

MS COMPUTER SCIENCE

Fall 2024 – Present

Ashish Athimamula

MS COMPUTER SCIENCE

Fall 2024 – Present

Asha Kumar PHD HUMAN-CENTERED COMPUTING	Summer 2024 – Present
Shadab Choudhury MS COMPUTER SCIENCE	Spring 2024 – Present
Naren Sivakumar MS COMPUTER SCIENCE	Spring 2024 – Present
June Young MS COMPUTER SCIENCE	Spring 2024 – Present
Shawn Bray PHD COMPUTER ENGINEERING	Spring 2024 – Present
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	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
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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
Karmanya Aggarwal MS DATA SCIENCE → ML SCIENTIST AT NABLA BIO, INC.	Fall 2022
Alexander Feng MS DATA SCIENCE → RESEARCH DATA SCIENTIST AT BOOZ ALLEN HAMILTON	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

GEORGIA INSTITUTE OF TECHNOLOGY

Siyan “Sylvia” Li BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY	Spring 2020 – Fall 2020
Sruthi Sudhakar BS COMPUTER SCIENCE → PHD STUDENT AT COLUMBIA UNIVERSITY	Spring 2020
Kimberly Caras MS COMPUTER SCIENCE → D&A MODELER AT KPMG DIGITAL LIGHTHOUSE	Spring 2020

Winston Li BS COMPUTER SCIENCE → QUANTITATIVE RESEARCH ENGINEER AT CITADEL	Fall 2019 – Fall 2020
Andrew Silva PHD COMPUTER SCIENCE	Fall 2019
Srijan Sood MS COMPUTER SCIENCE → RESEARCH ENGINEER AT JP MORGAN	Summer 2018 – Summer 2019
Jainesh Doshi MS COMPUTER SCIENCE → MACHINE LEARNING ENGINEER AT JP MORGAN	Spring 2019
Taha Merghani MS COMPUTER SCIENCE → AI & DEEP LEARNING ENGINEER AT DECODA	Summer 2018 – Fall 2018
Ethan Tien BS COMPUTER SCIENCE → CS MS STUDENT AT GEORGIA TECH	Spring 2018
Prithviraj Ammanabrolu BS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH	Spring 2017 – Spring 2018
Pradyumna Tambwekar MS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH	Spring 2017 – Spring 2018
Richa Arora MS COMPUTER SCIENCE → GOOGLE ANALYTICS	Spring 2017 – Spring 2018
Xinyu “Lily” Wang MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON	Spring 2017 – Spring 2018
Nathan Dass BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY	Spring 2017 – Fall 2017
Murtaza Dhuliawala MS COMPUTER SCIENCE → RESEARCH SOFTWARE ENGINEER AT IBM RESEARCH	Spring 2017
Koustuv Saha PHD COMPUTER SCIENCE	Fall 2016
Yuval Pinter PHD COMPUTER SCIENCE	Fall 2016
Shruti Singh MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON	Spring 2016 – Fall 2016
Will Hancock MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY	Spring 2016 – Fall 2016

👤 Thesis Committee Member

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Sai Vallurupalli PHD COMPUTER SCIENCE	
Aidan Newell MS COMPUTER SCIENCE	
Ekele Ogbadu MS COMPUTER SCIENCE	April 2024

📰 Media Coverage

Aug 19, 2023	“Hallucinating ChatGPT finds a role playing Dungeons & Dragons” Thomas Claburn	The Register
Fall 2022	“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research” Amy Biemiller	Penn Engineering Magazine
Autumn 2021	“Lara Martin: “How can I get a system to tell a story about anything I want?”” Masoud Golsorkhi	TANK Magazine, Issue 88 (Narrative)

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