

Dr. Lara J. Martin

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

Information Technology and Engineering (ITE) Building, Room 216

[✉ laramar@umbc.edu](mailto:laramar@umbc.edu) | [🏠 laramartin.net](http://laramartin.net)

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

Q Research Interests

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

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

Assistant Professor

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

Aug 2023 – Present

Baltimore, MD

Computing Innovation Fellow (CI Fellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE DEPARTMENT

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

▢ Teaching

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

 **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

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://aclanthology.org/2023.findings-acl.832/). 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. 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. arXiv: 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. arXiv: 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. arXiv: 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. 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. 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. 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†, 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*†, 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†, 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=jQSShWtmDN>.
- [19] 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. URL: https://openreview.net/forum?id=Se-xHMYg_bc.
- [20] 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. URL: <https://aclanthology.org/W19-3405/>.
- [21] **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>.
- [22] **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.
- [23] **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].
- [24] 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. URL: <https://www.aclweb.org/anthology/W14-4103/>.

- [25] 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/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[†], 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

GRANTS

Association for the Advancement of Artificial Intelligence (AAAI)

2025 – 2026

“DC-BALTIMORE AAAI AIxACCESSIBILITY EVENT”

\$1,000

Lara J. Martin, Foad Hamidi, Stephanie Valencia, Abraham Glasser

UMBC

UMBC COEIT Interdisciplinary Proposals

2024 – 2025

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

\$20,000

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

UMBC

UMBC Summer Research Faculty Fellowship (SuRFF)

2024

“REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS”

\$8,000

Lara J. Martin

UMBC

National Science Foundation & Computing Research Association

2021 – 2023

(NSF 2030859) COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP

\$200,000

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

University of Pennsylvania

AWARDS

James D. Foley GVU Center Endowment

2019

FOLEY SCHOLAR AWARD

\$5,000

Lara J. Martin

Georgia Institute of Technology

Institutional Service

ACM Richard Tapia Celebration of Diversity in Computing	September 10-12, 2025
UMBC REPRESENTATIVE	
College of Engineering and Information Technology (COEIT) Research Day	Spring 2025
WORKING GROUP MEMBER	UMBC
Language Technology Seminar Series (LaTeSS)	Fall 2024 – Present
CREATOR & ORGANIZER	UMBC
Faculty Senate's Ad Hoc Committee on AI Integration in the Classroom	Fall 2024 – Spring 2025
COMMITTEE MEMBER	UMBC
Teaching about LLMs to Faculty Learning Committees (FLCs)	Fall 2023 – Spring 2024
VOLUNTEER	UMBC
<i>Teaching in the era of AI FLC (11/17/2023, 4/19/2024)</i>	
<i>AI in the Classroom FLC (12/8/2023)</i>	

Departmental Service

Computer Science AI/ML Undergrad Track Director	Fall 2025 – Present
	UMBC
CSEE Research Day Committee	Fall 2025 – Present
COMMITTEE MEMBER	UMBC
Inclusive Excellence Committee	Spring 2025 – Present
CO-FOUNDER, COMMITTEE MEMBER	UMBC
Department Library Liaison	Fall 2024 – Present
	UMBC
Graduate Admissions Committee	Fall 2023 – Present
COMMITTEE MEMBER	UMBC

Professional Activities

SUMMARY

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

ORGANIZER AND GUEST EDITOR POSITIONS

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	November 10-14, 2025
ETHICS CHAIR	Edmonton, Canada
5th Wordplay: When Language Meets Games Workshop at EMNLP 2025	November 9, 2025
CO-ORGANIZER	Suzhou, China
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**

CO-ORGANIZER

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

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)

International Joint Conference on Natural Language Processing & Asia-Pacific Chapter of the Association for Computational Linguistics (IJCNLP-AACL)

December 20-24, 2025
Mumbai, India

STUDENT RESEARCH WORKSHOP (SRW) MENTOR

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

November 10-14, 2025
Edmonton, Canada

Computational Models of Narrative Workshop

May 28-30, 2025
Geneva, Switzerland

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

Invited Talks and Panels

SUMMARY

- 6 **Special Conference Presentations**
- 15 **On-Campus Invited Speaker Presentations**
- 3 **Panels**
- 28 **Total Presentations**

SPECIAL CONFERENCE PRESENTATIONS

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

CCC Computing Futures Symposium – *Washington, D.C.*
CIFellows Symposium – *Washington, D.C.*

May 15-16, 2025
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

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

Georgia Tech - GVU Brown Bag – *Atlanta, GA*

January 23, 2020

PANELIST

Doctoral Consortium Advice Panel

AIIDE CONFERENCE - DOCTORAL CONSORTIUM

Computer Science PhD Panel

UNIVERSITY OF PENNSYLVANIA - FEMMEHACKS

Future of Language Research

GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANK

October 9, 2023

Salt Lake City, UT

February 11, 2023

Philadelphia, PA

February 20, 2020

Atlanta, GA

💡Advising Summary

4 **PhD Thesis Advisees**

5 **MS Thesis Advisees**

8 **Other PhD Advisees**

25 **Other MS Advisees**

11 **Undergrad Advisees**

53 **Total Advisees**

💡PhD Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Ray Groshan

PHD COMPUTER SCIENCE

Fall 2025 – Present

Marcus McAllister

PHD COMPUTER SCIENCE

Co-Advised with Dr. Cynthia Matuszek

Spring 2025 – Present

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 Yijiang Dong

BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY

Summer 2022 – Spring 2023

Thesis: COTTAGE: Coherent Text Adventure Games Generation

Anna Orosz

MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Spring 2021 – Fall 2021

Thesis: Generating Text-based Adventure Games

Sri Sanjeevini Devi Ganni

MS DATA SCIENCE → SDE AT AMAZON

Fall 2020 – Spring 2021

Thesis: Narratology and Fanfiction

Other Mentorship

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Venkata Sai Harsha Kothapalli	Fall 2025 – Present
MS COMPUTER SCIENCE	
Lahari Vuppala	Fall 2025 – Present
MS COMPUTER SCIENCE	
Paul Abili	Summer 2025 – Present
BS COMPUTER SCIENCE	
AJ Boyd	Fall 2024 – Spring 2025
BS COMPUTER SCIENCE → DATA ENGINEER AT VISA	
Asha Kumar	Summer 2024 – Fall 2024
PHD HUMAN-CENTERED COMPUTING	
Dedeepya Palakurthi	Fall 2024
MPS DATA SCIENCE → SOFTWARE ENGINEER AT CVS HEALTH	
Saksham Kumar Sharma	Fall 2024
MS COMPUTER SCIENCE	
Ashish Athimamula	Fall 2024
MS COMPUTER SCIENCE	
June Young	Spring 2024 – Fall 2024
MS COMPUTER SCIENCE	
Shawn Bray	Spring 2024 – Fall 2024
PHD COMPUTER ENGINEERING	
Arya Honraopatil	Spring 2024
MS COMPUTER SCIENCE → PHD STUDENT AT UMBC	
Tori Saylor	Spring 2024
BS COMPUTER SCIENCE	
Runsheng “Anson” Huang	Spring 2023 – Spring 2024
MS DATA SCIENCE AT UPENN → AI ENGINEER AT TERRASOFT	
Christopher Cui	Summer 2023 – Fall 2023
MS COMPUTER SCIENCE AT GEORGIA TECH → PHD STUDENT AT UC SAN DIEGO	

OUTREACH

Mark McGovern	Summer 2022
OUT IN TECH U'S MENTORSHIP PROGRAM	

UNIVERSITY OF PENNSYLVANIA

Malathy Nagalakshmi	Summer 2022 – Summer 2023
MS COMPUTER AND INFORMATION SCIENCE → SDE AT AMAZON	
Andrew Zhu	Fall 2022 – Spring 2023
PHD COMPUTER AND INFORMATION SCIENCE	
Tianyi Zhang	Fall 2022
MS DATA SCIENCE	
Karmanya Aggarwal	Fall 2022
MS DATA SCIENCE → ML SCIENTIST AT NABLA BIO, INC.	
Alexander Feng	Summer 2022 – Fall 2022
MS DATA SCIENCE → RESEARCH DATA SCIENTIST AT BOOZ ALLEN HAMILTON	
Manni Arora	Summer 2022
MS COMPUTER AND INFORMATION SCIENCE → SOFTWARE ENGINEER AT SIRI NL	
Pooja Dattatri	Summer 2022
MS COMPUTER AND INFORMATION SCIENCE → APPLICATION DEVELOPER AT THE UNIVERSITY OF PENNSYLVANIA	
Shifan “Tim” Dong	Summer 2022
BS AT WASHINGTON UNIVERSITY IN ST. LOUIS → SOFTWARE DEVELOPER AT DRW	

Salvatore Giorgi	Summer 2022
PHD COMPUTER AND INFORMATION SCIENCE	
Ke “Coco” Zhao	Summer 2022
BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON	
Bryan Li	Spring 2021 – Spring 2022
PHD COMPUTER AND INFORMATION SCIENCE	
GEORGIA INSTITUTE OF TECHNOLOGY	
Siyan “Sylvia” Li	Spring 2020 – Fall 2020
BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY	
Sruthi Sudhakar	Spring 2020
BS COMPUTER SCIENCE → PHD STUDENT AT COLUMBIA UNIVERSITY	
Kimberly Caras	Spring 2020
MS COMPUTER SCIENCE → D&A MODELER AT KPMG DIGITAL LIGHTHOUSE	
Winston Li	Fall 2019 – Fall 2020
BS COMPUTER SCIENCE → QUANTITATIVE RESEARCH ENGINEER AT CITADEL	
Andrew Silva	Fall 2019
PHD COMPUTER SCIENCE	
Srijan Sood	Summer 2018 – Summer 2019
MS COMPUTER SCIENCE → RESEARCH ENGINEER AT JP MORGAN	
Jainesh Doshi	Spring 2019
MS COMPUTER SCIENCE → MACHINE LEARNING ENGINEER AT JP MORGAN	
Taha Merghani	Summer 2018 – Fall 2018
MS COMPUTER SCIENCE → AI & DEEP LEARNING ENGINEER AT DECOODA	
Ethan Tien	Spring 2018
BS COMPUTER SCIENCE → CS MS STUDENT AT GEORGIA TECH	
Prithviraj Ammanabrolu	Spring 2017 – Spring 2018
BS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH	
Pradyumna Tambwekar	Spring 2017 – Spring 2018
MS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH	
Richa Arora	Spring 2017 – Spring 2018
MS COMPUTER SCIENCE → GOOGLE ANALYTICS	
Xinyu “Lily” Wang	Spring 2017 – Spring 2018
MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON	
Nathan Dass	Spring 2017 – Fall 2017
BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY	
Murtaza Dhuliawala	Spring 2017
MS COMPUTER SCIENCE → RESEARCH SOFTWARE ENGINEER AT IBM RESEARCH	
Koustuv Saha	Fall 2016
PHD COMPUTER SCIENCE	
Yuval Pinter	Fall 2016
PHD COMPUTER SCIENCE	
Shruti Singh	Spring 2016 – Fall 2016
MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON	
Will Hancock	Spring 2016 – Fall 2016
MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY	

Thesis Committee Member

PhD	<i>Defense Date / Advisor</i>
Sai Vallurupalli	<i>Expected 2026</i>
PHD COMPUTER SCIENCE AT UMBC	Dr. Frank Ferraro
Amal Alabdulkarim	<i>Expected 2026</i>
PHD COMPUTER SCIENCE AT GEORGIA INSTITUTE OF TECHNOLOGY	Dr. Mark Riedl

Shahin Hossain *Expected Fall 2025*
PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC Dr. Ramon Goings

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

¶ Career Development

Fall 2025 – Present **Faculty Learning Committee on Designing Humanizing Assignments in the Age of AI**
Summer 2024 **NCFDD Faculty Success Program**

CONFERENCE ATTENDANCE

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

█ Media Coverage

<i>Jul 11, 2025</i>	“Interactive Storytelling with AI – Dr. Lara Martin”	Tingenuity AI (podcast)
	Jacob & Warren Tingen	
<i>Aug 19, 2023</i>	“Hallucinating ChatGPT finds a role playing Dungeons & Dragons”	The Register
	Thomas Claburn	
<i>Fall 2022</i>	“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research”	Penn Engineering Magazine
	Amy Biemiller	
<i>Autumn 2021</i>	“Lara Martin: “How can I get a system to tell a story about anything I want?””	TANK Magazine, Issue 88 (Narrative)
	Masoud Golsorkhi	
<i>Mar 15, 2021</i>	“Lara Martin on teaching AI to tell stories”	BBC Science Focus Podcast
	Amy Barrett	
<i>Feb 17, 2021</i>	“Alexa, tell me a story”	BBC Science Focus Magazine
	Amy Barrett	
<i>Apr 16, 2020</i>	“Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers”	Georgia Tech Machine Learning, Memos from MLGT
	Allie McFadden	
<i>Feb 28, 2020</i>	“Forget Chess—the Real Challenge Is Teaching AI to Play D&D”	Wired
	Will Knight	
<i>Feb 4, 2020</i>	“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation”	Georgia Tech School of Interactive Computing
	David Mitchell	
<i>Feb 6, 2019</i>	“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention)	IEEE Spectrum
	Eliza Strickland	

