

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

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

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	[4, 7, 20]	2021 – Present
 D&D-Playing and Strategic Agents	[3, 6, 8, 15, 18, 19, 22, 34]	2018 – Present
 Story generation	[1, 9–12, 16, 17, 21, 23, 24, 33]	2015 – Present
 Schemas	[5, 11, 12]	2023
 Conversational agents	[28], See also: Amazon & USC ICT internships	2011, 2017, 2022
 Language learning	[26]	2014

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

 Augmentative and Alternative Communication (AAC)	[2, 32]	2022 – Present
 Emotion recognition & affective computing	[2, 14, 29–31]	2013 – Present
 Online communities	[7, 25]	2014, 2023
 Translation	[13]	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] S. Choudhury, A. Kumar, and **L. J. Martin.** “Evaluating Human-LLM Representation Alignment: A Case Study on Affective Sentence Generation for Augmentative and Alternative Communication”. In: *Findings of the Association for Computational Linguistics: ACL 2025*. Dec. 2025. arXiv: 2503.11881. URL: <https://arxiv.org/abs/2503.11881>.
- [3] 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. arXiv: 2308.07540. URL: <https://ojs.aaai.org/index.php/AIIDE/article/view/27534>. [~59% acceptance rate].
- [4] 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. URL: <https://aclanthology.org/2023.findings-acl.832/>. [18.4% acceptance rate].
- [5] 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. URL: <https://aclanthology.org/2023.acl-demo.1/>. [37% acceptance rate].

- [6] 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].
- [7] 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].
- [8] 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].
- [9] 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].
- [10] 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].
- [11] **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].
- [12] **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].
- [13] **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].
- [14] **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].

PEER-REVIEWED WORKSHOP PAPERS *equal contribution, [†]presented

- [15] 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. arXiv: [2510.18112](https://arxiv.org/abs/2510.18112). URL: <https://wordplay-workshop.github.io/pdfs/29.pdf>.
- [16] 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. arXiv: [2412.10582](https://arxiv.org/abs/2412.10582). URL: <https://wordplay-workshop.github.io/pdfs/4.pdf>.
- [17] 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>.
- [18] 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>.
- [19] 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>.
- [20] 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.
- [21] 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/>.
- [22] **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>.
- [23] **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.
- [24] **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].
- [25] 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/>.
- [26] 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

- [27] 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.
- [28] 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>.
- [29] 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>.
- [30] 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>.
- [31] 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

- [32] **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. URL: <https://arxiv.org/abs/2404.17730>.
- [33] 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>.

IN SUBMISSION

- [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)

“DC-BALTIMORE AAAI AIXACCESSIBILITY EVENT”

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

2025 – 2026

\$1,000

UMBC

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

(NSF 2030859) COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP

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

2021 – 2023

\$200,000

University of Pennsylvania

AWARDS

James D. Foley GVU Center Endowment

FOLEY SCHOLAR AWARD

Lara J. Martin

2019

\$5,000

Georgia Institute of Technology

Institutional Service

ACM Richard Tapia Celebration of Diversity in Computing

UMBC REPRESENTATIVE

September 10-12, 2025

WORKING GROUP MEMBER

Spring 2025

Language Technology Seminar Series (LaTess)

CREATOR & ORGANIZER

UMBC

Fall 2024 – Present

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

COMMITTEE MEMBER

UMBC

Teaching about LLMs to Faculty Learning Committees (FLCs)

VOLUNTEER

Fall 2024 – Spring 2025

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

UMBC

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

Fall 2023 – Spring 2024

UMBC

Departmental Service

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 – Fall 2025

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**

62 **Total Participation**

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 & 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 – BEST REVIEWER NOMINEE	<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

SUMMARY

6	Special Conference Presentations
15	On-Campus Invited Speaker Presentations
4	Panels
25	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. 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
“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”	
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	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

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

Spring 2024 – Spring 2025

MS COMPUTER SCIENCE → PHD AT UMBC

Thesis: Emulating Rational Decisions with Traditional and Contemporary AI

Shadab Choudhury

Spring 2024 – Spring 2025

MS COMPUTER SCIENCE

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

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

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

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

PHD

	<u>Defense Date / Advisor</u>
Michael Majurski	<i>TBD</i>
PHD COMPUTER SCIENCE AT UMBC	Dr. Cynthia Matuszek
Sai Vallurupalli	<i>TBD</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	<i>Expected Fall 2025</i>
PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC	Dr. Ramon Goings

MASTERS

	<u>Defense Date / Advisor</u>
An May	<i>Expected Fall 2025</i>
MS COMPUTER SCIENCE AT UMBC	Dr. Cynthia Matuszek
Kaoru Seki	<i>November 5, 2025</i>
MS HUMAN-CENTERED COMPUTING AT UMBC	Dr. Yasmine Kotturi
Santiago Góngora	<i>August 11, 2025</i>
MS COMPUTER SCIENCE AT UNIVERSIDAD DE LA REPÚBLICA, URUGUAY	Dr. Luis Chiruzzo
Ekele Ogbadu	<i>April 26, 2024</i>
MS COMPUTER SCIENCE AT UMBC	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>September 10-12, 2025</i>	CMD-IT/ACM Richard Tapia Celebration of Diversity in Computing
<i>May 15-16, 2025</i>	CCC Computing Futures Symposium
<i>May 13-14, 2025</i>	CIFellows 2025 Symposium
<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”	<i>Tingenuity AI (podcast)</i>
	Jacob & Warren Tingen	
<i>Aug 19, 2023</i>	“Hallucinating ChatGPT finds a role playing Dungeons & Dragons”	<i>The Register</i>
	Thomas Claburn	
<i>Fall 2022</i>	“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research”	<i>Penn Engineering Magazine</i>
	Amy Biemiller	

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

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 GVU Center