

# Dr. Lara J. Martin

CIFELLOW POSTDOCTORAL RESEARCHER • UNIVERSITY OF PENNSYLVANIA

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## 🔍 Research Interests

*Human-Centered Artificial Intelligence, Computational Creativity, Automated Story Generation & Understanding, Neurosymbolic Methods, Augmentative & Alternative Communication (AAC), Speech Processing, Affective Computing, Conversational Agents*

## 🎓 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

### Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE

- + Identifying the story understanding capabilities of large language models (LLMs).
- + Developing a working AAC prototype given feedback from users.
- + Conducted semi-structured interviews with autistic adult users of augmentative and alternative communication (AAC).

*Jan 2021 – Present*

*Philadelphia, PA*

### Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY – SCHOOL OF INTERACTIVE COMPUTING

- + Created a complex end-to-end automated story generation pipeline.

*Aug 2015 – Dec 2020*

*Atlanta, GA*

### Applied Scientist Intern

AMAZON.COM INC. – ALEXA SMART HOME MACHINE LEARNING

- + Identified potential research questions within Alexa Smart Home.
- + Developed a system for identifying commands with an assumed context.

*May 2017 – Aug 2017*

*Seattle, WA*

### Graduate Research Assistant

CARNEGIE MELLON UNIVERSITY – LANGUAGE TECHNOLOGIES INSTITUTE

- + Created a zero-resource speech-to-speech translation system for the University of Pittsburgh Medical Center.
- + Performed emotion recognition in noisy speech for event detection.

*Sept 2013 – Aug 2015*

*Pittsburgh, PA*

### Intern

UNIVERSITY OF SOUTHERN CALIFORNIA – INSTITUTE FOR CREATIVE TECHNOLOGIES

- + Wrote a chatbot for the Virtual Patient Project using Bruce Wilcox's language Chatscript.
- + Developed an authoring tool for the Chatscript language using Java.
- + Designed and ran experiments comparing my Chatscript system to the project's current chat system.

*May 2011 – Aug 2011*

*Playa Vista, CA*

## Teaching

### CIS 700 Interactive Fiction and Text Generation

CO-INSTRUCTOR

+ Co-taught with Dr. Chris Callison-Burch

Spring 2022

University of Pennsylvania

### CS 3790 Introduction to Cognitive Science

INSTRUCTOR OF RECORD

Summer 2018

Georgia Institute of Technology

### CS 3600 Introduction to Artificial Intelligence, Dr. Mark O. Riedl

GRADUATE TEACHING ASSISTANT

Fall 2016

Georgia Institute of Technology

### CS/Psych 3790 Introduction to Cognitive Science, Dr. Rosa Arriaga

GRADUATE TEACHING ASSISTANT

Fall 2015

Georgia Institute of Technology

### Clarks Scholars Summer Python Bootcamp

OUTREACH

+ Co-created syllabus & lesson plans

Summer 2019

Georgia Institute of Technology

### Tech Camp with **Bridge Academy**, Zane Cochran

OUTREACH

+ Guided students on “maker” projects

Summer 2016

Georgia Institute of Technology

### WomenSCS Club & SCS4All Club for Promoting Diversity and Understanding in Computing

OUTREACH

+ Taught CS basics to middle schoolers

2013 – 2015

Carnegie Mellon University

### Douglass-DIMACS Computing Corps

OUTREACH

+ Taught CS basics to middle schoolers

2012 – 2013

Rutgers University — New Brunswick

### 198:111 Introduction to Computer Science, Pradip Hari







PEER LEADER FOR RECITATION


Fall 2010





Rutgers University — New Brunswick

## Projects

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

 Story understanding	[2, 12, 24, 26]	2021 – Present
 D&D as an AI challenge	[3, 10, 11, 14, 27]	2018 – Present
 Story generation	[1, 4–7, 13, 15, 16, 25]	2015 – Present
 Schema co-creation	[23]	2023
 Conversational agents	[20], See also: Amazon & USC ICT internships	2011, 2017, 2022
 Language learning	[17]	2014

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

 Augmentative and Alternative Communication (AAC)	In progress.	2022 – Present
 Online communities	[2, 19]	2014, 2023
 Translation	[8]	2015
 Emotion recognition & affective computing	[9, 18, 21, 22]	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>.

- [2] S. Giorgi, K. Zhao, A. Feng, and **L. J. Martin**. “Author as Character and Narrator: Deconstructing Personal Narratives from the *r/AmITheAsshole* Reddit Community”. In: *International AAAI Conference on Web and Social Media (ICWSM)*. Limassol, Cyprus: AAAI, June 2023. doi: [10.48550/arXiv.2301.08104](https://arxiv.org/abs/2301.08104). arXiv: [2301.08104](https://arxiv.org/abs/2301.08104). URL: <https://arxiv.org/abs/2301.08104>.
- [3] 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: Association for Computational Linguistics, Dec. 2022, pp. 9379–9393. arXiv: [2210.07109](https://aclanthology.org/2022.emnlp-main.637). URL: <https://aclanthology.org/2022.emnlp-main.637>.
- [4] 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, Apr. 2020, pp. 7375–7382. doi: [10.1609/aaai.v34i05.6232](https://ojs.aaai.org/index.php/AAAI/article/view/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].
- [5] 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://www.ijcai.org/proceedings/2019/829). arXiv: [1809.10736](https://arxiv.org/abs/1809.10736). URL: <https://www.ijcai.org/proceedings/2019/829>. [17.9% acceptance rate].
- [6] **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, Feb. 2018, pp. 868–875. ISBN: 978-1-57735-800-8. doi: [10.1609/aaai.v32i1.11430](https://ojs.aaai.org/index.php/AAAI/article/view/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].
- [7] **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 International Publishing, Oct. 2016, pp. 73–84. ISBN: 978-3-319-48278-1. doi: [10.1007/978-3-319-48278-1\\_7](https://link.springer.com/chapter/10.1007/978-3-319-48278-1_7). URL: [https://link.springer.com/chapter/10.1007/978-3-319-48278-1\\_7](https://link.springer.com/chapter/10.1007/978-3-319-48278-1_7). [36% acceptance rate].
- [8] **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://ieeexplore.ieee.org/document/7404809). URL: <https://ieeexplore.ieee.org/document/7404809>. [47.8% acceptance rate].
- [9] **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://ieeexplore.ieee.org/document/7078556). URL: <https://ieeexplore.ieee.org/document/7078556>. [48.6% acceptance rate].

**REFEREED WORKSHOP PAPERS** \*equal contribution, †presented

- [10] 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>.
- [11] S. Papazov†, W. Gill, M. Garcia Ferreira, 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>.
- [12] B. Li†, **L. J. Martin**, and C. Callison-Burch. “CIS<sup>2</sup>: A Simplified Commonsense Inference Evaluation for Story Prose”. In: *ACL 2022 Workshop on Commonsense Representation and Reasoning (CSRR)*. Virtual/Dublin, Ireland, Mar. 2022. arXiv: [2202.07880](https://arxiv.org/abs/2202.07880). URL: [https://openreview.net/forum?id=Se-xHMYg\\_bc](https://openreview.net/forum?id=Se-xHMYg_bc).
- [13] 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: Association for Computational Linguistics, Aug. 2019, pp. 46–55. doi: [10.18653/v1/W19-3405](https://aclanthology.org/W19-3405/). URL: <https://aclanthology.org/W19-3405/>.
- [14] **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>.
- [15] **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].
- [16] **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](https://nips2017creativity.github.io/doc/Improvisational_Agents.pdf).
- [17] 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>.
- [18] 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 En-*

gineering in Medicine and Biology Society (EMBC). Chicago, IL, 2014. URL: <https://laramartin.net/pub/EMBC14-Laughter.pdf>.

- [19] S. Moon<sup>†</sup>, S. Potdar, and **L. J. Martin**. "Identifying Student Leaders from MOOC Discussion Forums through Language Influence". In: *EMNLP 2014 Workshop on Analysis of Large Scale Social Interaction in MOOCs*. Doha, Qatar, Oct. 2014, pp. 15–20. DOI: [10.3115/v1/W14-4103](https://doi.org/10.3115/v1/W14-4103). URL: <https://www.aclweb.org/anthology/W14-4103/>.

## OTHER PUBLICATIONS

- [20] 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>.
- [21] 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>.
- [22] 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

- [23] 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*. Feb. 2023. DOI: [10.48550/arXiv.2302.13048](https://doi.org/10.48550/arXiv.2302.13048). arXiv: [2302.13048](https://arxiv.org/abs/2302.13048). URL: <https://arxiv.org/abs/2302.13048>.
- [24] Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. *CORRPUS: Detecting Story Inconsistencies via Codex-Bootstrapped Neurosymbolic Reasoning*. Dec. 2022. DOI: [10.48550/arXiv.2212.10754](https://doi.org/10.48550/arXiv.2212.10754). arXiv: [2212.10754](https://arxiv.org/abs/2212.10754). URL: <http://arxiv.org/abs/2212.10754>.
- [25] 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>.

## SUBMITTED

- [26] Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. "CoRRPUS: Codex-Leveraged Structured Representations for Neurosymbolic Story Understanding". In: submission.
- [27] A. Zhu, K. Aggarwal, A. H. Feng, **L. J. Martin**, and C. Callison-Burch. "FIREBALL: A Dataset of Dungeons and Dragons Actual-Play with Structured Game State Information". In: submission.

## Grants and Awards

### GRANTS

#### National Science Foundation & Computing Research Association

COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP

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

2021 – 2023

\$180,000

University of Pennsylvania

### AWARDS

#### James D. Foley GVU Center Endowment

FOLEY SCHOLAR AWARD

Lara J. Martin

2019

\$5,000

Georgia Institute of Technology

Every year, three PhD students across Georgia Tech's College of Computing are selected from a group of around 8 finalists to receive the prestigious Foley Scholarship in recognition for their efforts in innovative research.

#### Association for Computing Machinery

TRAVEL SCHOLARSHIP FOR THE ACM RICHARD TAPIA CELEBRATION OF DIVERSITY IN COMPUTING

Lara J. Martin

2019

\$500

San Diego, CA

#### Lockheed Martin Corporation

TRAVEL SCHOLARSHIP FOR THE 2013 GRACE HOPPER CELEBRATION OF WOMEN IN COMPUTING

Lara J. Martin

2013

\$450

Minneapolis, MN

## Institutional Service

### President's Undergraduate Research Awards (PURA)

REVIEWER

Summer 2019

Georgia Institute of Technology

## School of Interactive Computing's Prospective Student Visit Week

VOLUNTEER

## School of Interactive Computing Faculty Hiring Committee

MEMBER

## Graduate Student Council

MEMBER

## Human-Centered Computing Website

WEBSITE MANAGER

## School of Interactive Computing's Prospective Student Visit Week

COORDINATOR

*Spring '16, '17, '18*

*Georgia Institute of Technology*

*Fall 2018*

*Georgia Institute of Technology*

*Fall 2018 – Spring 2019*

*Georgia Institute of Technology*

*Fall 2017 – Spring 2019*

*Georgia Institute of Technology*

*Spring 2016*

*Georgia Institute of Technology*

## Professional Activities - Presentations

### SUMMARY

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

### SPECIAL CONFERENCE PRESENTATIONS

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

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

*April 21, 2023*

+ **Keynote Speaker**

*Boston, MA*

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

Tapia Doctoral Consortium .....

*September 18, 2019*

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

*San Diego, CA*

### ON-CAMPUS INVITED SPEAKER PRESENTATIONS

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

PRESENTER – University of Maryland–Baltimore County .....

*February 27, 2023*

*Baltimore, MD*

PRESENTER – Drexel University .....

*February 15, 2023*

*Philadelphia, PA*

#### “Computer Science PhD Panel”

PANELIST – University of Pennsylvania - FemmeHacks .....

*February 11, 2023*

*Philadelphia, PA*

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

PRESENTER – *University of Southern California - NL Seminar* .....

*May 22, 2022*

*Los Angeles, CA/Virtual*

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

*November 29, 2021*

*Santa Cruz, CA/Virtual*

PRESENTER – *Georgia Institute of Technology - NLP Seminar* .....

*September 11, 2020*

*Atlanta, GA/Virtual*

PRESENTER – Lawrence Livermore National Laboratory .....

*June 11, 2020*

*Livermore, CA/Virtual*

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

PRESENTER – University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar . . . . .	January 25, 2021 Philadelphia, PA/Virtual
PRESENTER – University of Utah . . . . .	April 20, 2020 Salt Lake City, UT/Virtual
<b>“Future of Language Research”</b>	
PANELIST – Georgia Institute of Technology - IPaT Thursday Think Tank . . . . .	February 20, 2020 Atlanta, GA
<b>“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”</b>	
PRESENTER – Georgia Tech - GVU Brown Bag . . . . .	January 23, 2020 Atlanta, GA
<b>“A Model of Uncertainty in Language”</b>	
PRESENTER – University of Pennsylvania - REU Site Meeting . . . . .	July 18, 2013 Philadelphia, PA

## GUEST LECTURES

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

## Professional Activities – Conference Organization

### SUMMARY

3	<b>Organizer</b>	2020 – Present
6	<b>Chair Positions</b>	2018 – Present
22	<b>Program Committee Member/Reviewer</b>	2018 – Present
4	<b>Community-Based Conference Attendee</b>	2013 – Present
35	<b>Total Participation</b>	2013 – Present

### ORGANIZER

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

### CHAIR POSITIONS

<b>AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)</b>		October 11-15, 2021 Virtual
DOCTORAL CONSORTIUM CHAIR		
<b>International Conference on Natural Language Generation (INLG)</b>		September 20-24, 2021 Aberdeen, UK
AREA CHAIR		
<b>AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)</b>		October 19-23, 2020 Virtual
PUBLICITY CO-CHAIR		



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

LOCAL ARRANGEMENTS CHAIR

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

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

*October 8-12, 2019*  
Georgia Institute of Technology,  
Atlanta, GA  
*December 5-8, 2018*  
Dublin, Ireland

PROGRAM COMMITTEE MEMBER

**Conference on Empirical Methods in Natural Language Processing (EMNLP)**

DIALOGUE AND INTERACTIVE SYSTEMS TRACK

*December 7-11, 2022*  
Abu Dhabi, UAE

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

SOFTWARE TRACK

*October 24-28, 2022*  
Pomona, CA

**ACM Conference on Creativity & Cognition (C&C)**

POSTERS TRACK

*June 20-23, 2022*  
Venice, Italy

**AAAI Conference on Artificial Intelligence (AAAI)**

*February 22-March 1, 2022*  
Virtual

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

RESEARCH TRACK

*October 11-15, 2021*  
Virtual

**IEEE Conference on Games (CoG)**

NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS

*August 17-20, 2021*  
Copenhagen, Denmark/Virtual

**Interactive Narrative Technologies (INT) Workshop at AIIDE**

*October 19-20, 2020*  
Virtual

**Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference**

*September 14, 2020*  
Bugibba, Malta

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

HUMAN FACTORS

*November 19-23, 2019*  
Little Cottonwood Canyon, UT

**Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference**

*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*

**Knowledge Extraction from Games (KEG) Workshop at AAAI**

Minneapolis, MN

*January 27, 2019*  
Honolulu, HI

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

ARTIFACT EVALUATION

*November 13-17, 2018*  
Alberta, Canada

**Workshop on Storytelling at NAACL-HLT**

*June 5, 2018*  
New Orleans, LA

JOURNAL REVIEWER

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

ACL ROLLING REVIEW

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

## COMMUNITY-BASED CONFERENCE ATTENDANCE

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

## Mentorship

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### OUTREACH

#### Mark McGovern

OUT IN TECH U'S MENTORSHIP PROGRAM

Summer 2022

### UNIVERSITY OF PENNSYLVANIA

#### Malathy Nagalakshmi

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022 – Present

#### River Yijang Dong

BS MATHEMATICS/MS DATA SCIENCE

Summer 2022 – Present

#### Manni Arora

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022

#### Pooja Dattatri

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022

#### Tim Dong

BS AT WASHINGTON UNIVERSITY IN ST. LOUIS

Summer 2022

#### Alexander Feng

MSE DATA SCIENCE

Summer 2022

#### Salvatore Giorgi

PHD COMPUTER AND INFORMATION SCIENCE

Summer 2022

#### Ke “Coco” Zhao

BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON

Summer 2022

#### Bryan Li

PHD COMPUTER AND INFORMATION SCIENCE

Spring 2021 – Spring 2022

#### Anna Orosz (thesis)

MSE DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Spring 2021 – Fall 2021

#### Sanjeevini Ganni (thesis)

MSE DATA SCIENCE → SDE AT AMAZON

Fall 2020 – Spring 2021

### GEORGIA INSTITUTE OF TECHNOLOGY

#### Siyan “Sylvia” Li

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

Spring 2020 – Fall 2020

#### Sruthi Sudhakar

BS COMPUTER SCIENCE → PHD STUDENT AT COLUMBIA UNIVERSITY

Spring 2020

#### Kimberly Caras

MS COMPUTER SCIENCE → D&A MODELER AT KPMG DIGITAL LIGHTHOUSE

Spring 2020

#### Winston Li

BS COMPUTER SCIENCE → QUANTITATIVE RESEARCH ENGINEER AT CITADEL

Fall 2019 – Fall 2020

#### Andrew Silva

PHD COMPUTER SCIENCE

Fall 2019

#### Srijan Sood

MS COMPUTER SCIENCE → RESEARCH ENGINEER AT JP MORGAN

Summer 2018 – Summer 2019

#### Jainesh Doshi

MS COMPUTER SCIENCE → MACHINE LEARNING ENGINEER AT JP MORGAN

Spring 2019



## Taha Merghani

MS COMPUTER SCIENCE → AI & DEEP LEARNING ENGINEER AT DECODA

Summer 2018 – Fall 2018

## Ethan Tien

BS COMPUTER SCIENCE → CS MS STUDENT AT GEORGIA TECH

Spring 2018

## Prithviraj Ammanabrolu

BS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

Spring 2017 – Spring 2018

## Pradyumna Tambwekar

MS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

Spring 2017 – Spring 2018

## Richa Arora

MS COMPUTER SCIENCE → GOOGLE ANALYTICS

Spring 2017 – Spring 2018

## Xinyu “Lily” Wang

MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON

Spring 2017 – Spring 2018

## Nathan Dass

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

Spring 2017 – Fall 2017

## Murtaza Dhuliawala

MS COMPUTER SCIENCE → RESEARCH SOFTWARE ENGINEER AT IBM RESEARCH

Spring 2017

## Koustuv Saha

PHD COMPUTER SCIENCE

Fall 2016

## Yuval Pinter

PHD COMPUTER SCIENCE

Fall 2016

## Shruti Singh

MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON

Spring 2016 – Fall 2016

## Will Hancock

MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY

Spring 2016 – Fall 2016

## Media Coverage

Fall 2022	<b>“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research”</b> Amy Biemiller	Penn Engineering Magazine
Autumn 2021	<b>“Lara Martin: “How Can I get a system to tell a story about anything I want?””</b> Masoud Golsorkhi	TANK Magazine, Issue 88 (Narrative)
Mar 15, 2021	<b>“Lara Martin on teaching AI to tell stories”</b> Amy Barrett	BBC Science Focus Podcast
Feb 17, 2021	<b>“Alexa, tell me a story”</b> Amy Barrett	BBC Science Focus Magazine
Apr 16, 2020	<b>“Meet MLGT: Lara J. Martin Trains AI Agents to Become Storytellers”</b> Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT
Feb 28, 2020	<b>“Forget Chess—the Real Challenge Is Teaching AI to Play D&amp;D”</b> Will Knight	Wired
Feb 4, 2020	<b>“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation”</b> David Mitchell	Georgia Tech School of Interactive Computing
Oct 4, 2019	<b>“Sztuczna inteligencja jako pisarz: Generowanie fabuły” (Translation from Polish: Artificial Intelligence as a Writer: Story Generation)</b> Patrycja Świeczkowska	Zeszyty Maryny (Blog)
Feb 6, 2019	<b>“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention)</b> 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

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