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

☑ laramar@umbc.edu | 🏠 laramartin.net

Soogle Scholar | Github | In LinkedIn | @ Mastodon | ♥ Twitter

Q Research Interests

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

≈ Education

Georgia Institute of Technology

Ph.D. in Human-Centered Computing

+ Advisor: Dr. Mark O. Riedl

- + Thesis: Neurosymbolic Automated Story Generation
- + Teaching Certification: Tech to Teaching (Summer 2018)

Carnegie Mellon University

M.S. IN LANGUAGE TECHNOLOGIES

+ Advisor: Dr. Alan W Black

Rutgers University — New Brunswick

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

+ Advisor: Dr. Matthew Stone

Aug. 2015 - May 2021

Aug. 2013 - Aug. 2015

Pittsburgh, PA

Atlanta, GA

Sep. 2009 - May 2013

Piscataway, NJ

■ Research Experience

Assistant Professor

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY - COMPUTER SCIENCE AND ELECTRICAL Baltimore, MD

ENGINEERING (CSEE) DEPARTMENT

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

University of Pennsylvania – Computer and Information Science Department

Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY - SCHOOL OF INTERACTIVE COMPUTING

Applied Scientist Intern

AMAZON.COM INC. - ALEXA SMART HOME MACHINE LEARNING

Graduate Research Assistant

CARNEGIE MELLON UNIVERSITY - LANGUAGE TECHNOLOGIES INSTITUTE

University of Southern California – Institute for Creative Technologies

Philadelphia, PA

Atlanta, GA

May 2017 - Aug 2017

Seattle, WA

Sept 2013 - Aug 2015

Pittsburgh, PA

May 2011 - Aug 2011

Playa Vista, CA

I Teaching _

University of Maryland Baltimore County

CMSC 473/673 Natural Language Processing

Spring 2025 – Instructor of Record Spring 2024 – Instructor of Record

CMSC 491/691 Interactive Fiction and Text Generation

Fall 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

CS 3790 Introduction to Cognitive Science

Summer 2018 – Instructor of Record

Projects

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

Story understanding	[3, 6, 17]	2021 - Present
🐍 D&D as an AI challenge	[2, 5, 7, 15, 16, 19]	2018 – Present
Story generation	[1, 8–11, 14, 18, 20, 21, 28, 30]	2015 - Present
25 Schemas	[4, 10, 11]	2023
Conversational agents	[25], See also: Amazon & USC ICT internships	2011, 2017, 2022
♠ Language learning	[23]	2014

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

Augmentative and Alternative Communication (AAC)	[29]	2022 – Present
	[6, 22]	2014, 2023
A	[12]	2015
Emotion recognition & affective computing	[13, 24, 26, 27]	2013 – 2015

✓ Publications ______

PhD Dissertation

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

CONFERENCE PROCEEDINGS *equal contribution, † presented

- [2] A. Zhu[†], **L. J. Martin**, A. Head, and C. Callison-Burch. "CALYPSO: LLMs as Dungeon Master's Assistants". In: *AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*. Vol. 19. 1. Salt Lake City, UT: AAAI, Oct. 2023, pp. 380–390. DOI: 10.1609/aiide.v19i1.27534. arXiv: 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. URL: https://aclanthology.org/2023.findings-acl.832/. [18.4% acceptance rate].
- 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].
- [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. URL: https://aclanthology.2023.acl-long.229/. [23.5% acceptance rate].
- [6] S. Giorgi, K. Zhao, A. H. Feng, and **L. J. Martin**[†]. "Author as Character and Narrator: Deconstructing Personal Narratives from the *r/AmITheAsshole* Reddit Community". In: 17.1 (June 2023), pp. 233–244. arXiv: 2301.08104. 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].

REFEREED WORKSHOP PAPERS *equal contribution, † presented

- [14] R. Chambers[†], N. Tack, E. Pearson, **L. J. Martin**, and F. Ferraro. "BERALL: Generating Retrieval-augmented State-based Interactive Fiction Games". In: *4th Wordplay: When Language Meets Games Workshop @ ACL 2024*. Bangkok, Thailand, Aug. 2024. URL: https://wordplay-workshop.github.io/pdfs/21.pdf.
- [15] C. Callison-Burch*[†], G. S. Tomar*, **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. "Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence". In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: https://openreview.net/forum?id=EKwH-BMlkzq.
- [16] S. Papazov[†], W. Gill, M. Garcia Ferreiro, A. Zhu, **L. J. Martin**, and C. Callison-Burch. "Using Language Models to Convert Between Natural Language and Game Commands". In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: https://openreview.net/forum?id=jQSStHwtmDN.
- [17] B. Li[†], **L. J. Martin**, and C. Callison-Burch. "CIS²: A Simplified Commonsense Inference Evaluation for Story Prose". In: *ACL 2022 Workshop on Commonsense Representation and Reasoning (CSRR*). Virtual/Dublin, Ireland, Mar. 2022. arXiv: 2202.07880. URL: https://openreview.net/forum?id=Se-xHMYg_bc.
- 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/.
- [19] L. J. Martin[†], S. Sood, and M. Riedl. "Dungeons and DQNs: Toward Reinforcement Learning Agents that Play Tabletop Roleplaying Games". In: *Joint AllDE Workshop on Intelligent Narrative Technologies and Workshop on Intelligent Cinematography and Editing (INT-WICED)*. Ed. by H.-Y. Wu, M. Si, and A. Jhala. Edmonton, AB, Canada: http://ceur-ws.org, Nov. 2018. URL: http://ceur-ws.org/Vol-2321/paper4.pdf.
- [20] L. J. Martin[†], P. Ammanabrolu, X. Wang, S. Singh, B. Harrison, M. Dhuliawala, P. Tambwekar, A. Mehta, R. Arora, N. Dass, C. Purdy, and M. O. Riedl. "Improvisational Storytelling Agents". In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: https://nips2017creativity.github.io/doc/Improvisational_Agents.pdf.
- [21] **L. J. Martin**[†], P. Ammanabrolu, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. "Event Representations for Automated Story Generation with Deep Neural Nets". In: *KDD 2017 Workshop on Machine Learning for Creativity*. Halifax, NS, Canada, 2017. URL: https://arxiv.org/abs/1706.01331v2. [38% acceptance rate].
- [22] S. Moon[†], S. Potdar, and **L. J. Martin**. "Identifying Student Leaders from MOOC Discussion Forums through Language Influence". In: *EMNLP 2014 Workshop on Analysis of Large Scale Social Interaction in MOOCs*. Doha, Qatar, Oct. 2014, pp. 15–20. DOI: 10.3115/v1/W14-4103. URL: https://www.aclweb.org/anthology/W14-4103/.
- [23] N. Wolfe[†], V. V. Vemuri, **L. J. Martin**[†], F. Metze, and A. W. Black. "Applause: A Learning Tool for Low-Resource Languages". In: *CHI 2014 Designing Speech and Language Interactions Workshop (DSLI)*. Toronto, ON, Canada, Apr. 2014. URL: http://www.cs.toronto.edu/dsli2014/submissions/applause-chi-paper-photo-ready.pdf.
- [24] S. Cosentino[†], S. Burger, **L. J. Martin**, F. Metze, T. Kishi, K. Hashimoto, S. Sessa, M. Zecca, and A. Takanishi. "A multisensory non-invasive system for laughter analysis". In: *36th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC)*. Chicago, IL, 2014. URL: https://laramartin.net/pub/EMBC14-Laughter.pdf.

OTHER PUBLICATIONS

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

PREPRINTS

- R. Huang, L. J. Martin, and C. Callison-Burch. WHAT-IF: Exploring Branching Narratives by Meta-Prompting Large Language Models. Dec. 2024. DOI: 10.48550/arXiv.2412.10582. arXiv: 2412.10582. URL: https://arxiv.org/abs/2412.
- L. J. Martin and M. Nagalakshmi. Bridging the Social & Technical Divide in Augmentative and Alternative Commu-[29] nication (AAC) Applications for Autistic Adults. Apr. 2024. arXiv: 2404.17730. URL: https://arxiv.org/abs/2404.17730.
- A. Alabdulkarim, W. Li, L. J. Martin, and M. O. Riedl. Goal-Directed Story Generation: Augmenting Generative Lanquage Models with Reinforcement Learning. Dec. 2021. arXiv: 2112.08593. URL: https://arxiv.org/abs/2112.08593.

B Grants and Awards

GRANTS

UMBC COEIT Interdisciplinary Proposals

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

2024 - 2025

"INVESTIGATING THE SOCIAL AND AFFECTIVE ASPECTS OF LARGE-LANGUAGE MODEL-BASED

\$20,000

AUGMENTATIVE AND ALTERNATIVE COMMUNICATION SYSTEMS"

UMBC

UMBC Summer Research Faculty Fellowship (SuRFF)

2024

"REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS"

National Science Foundation & Computing Research Association

\$8,000 **UMBC**

Lara J. Martin

COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP

\$200,000

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

University of Pennsylvania

Awards

James D. Folev GVU Center Endowment

FOLEY SCHOLAR AWARD

\$5,000

Lara J. Martin

Georgia Institute of Technology

血 Institutional Service

COEIT Research Event

Language Technology Seminar Series (LaTeSS)

UMBC

Fall 2024 - Present LIMRO

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

Fall 2024 - Present

COMMITTEE MEMBER

COMMITTEE MEMBER

CREATOR & ORGANIZER

UMBC

Teaching about LLMs to Faculty Learning Committees (FLCs)

Fall 2023 - Spring 2024

VOLUNTEER

UMBC

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

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

血 Departmental Service_

Department Library Liaison

Graduate Admissions Committee

COMMITTEE MEMBER

Fall 2024 - Present UMBC Fall 2023 - Present

UMBC

Professional Activities ______

SUMMARY

- 9 Organizer/Guest Editor
- 10 Area Chair Positions, including ACL Action Editor
- **4** Grant Reviewer
- **5 Journal Reviewer**
- 32 **Program Committee Member/Reviewer**
- 60 Total Participation

ORGANIZER AND GUEST EDITOR POSITIONS

5th Wordplay: When Language Meets Games Workshop at EMNLP 2025	November 5/6, 2025
Co-Organizer	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)	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) PUBLICITY CO-CHAIR	October 19-23, 2020 Virtual
1st Workshop on Narrative Understanding, Storylines, and Events (NUSE) at ACL	VIILUUI
2020	July 9, 2020
Co-Organizer	Virtual
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 8-12, 2019
Local Arrangements Chair	Altanta, GA
Other Chair Positions	

OTTER CHAIR I OSITIONS	
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 8-12, 2023
Session Chair	Salt Lake City, UT
International Conference on Natural Language Generation (INLG)	September 11-15, 2023
Area Chair	Prague, Czechia
International Conference on Natural Language Generation (INLG)	September 20-24, 2021
Area Chair	Aberdeen, UK
International Conference for Interactive Digital Storytelling (ICIDS)	December 5-8, 2018

GRANT REVIEWER

ASSOCIATE PROGRAM CHAIR - TECHNOLOGIES TRACK

2025	National Science Foundation
2025	Deutsche Forschungsgemeinschaft
2025	National Science Foundation

Dublin, Ireland

2022 Army Research Office

JOURNAL REVIEWER

- 2024 IEEE Transactions on Games2023 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

Pebruary 2024
December 2023
October 2023
August 2023
April 2023
December 2022
October 2022
Action Editor – EACL 2024
Action Editor
Reviewer
Action Editor
Reviewer
Reviewer

Reviewer

January 2022 Reviewer

PROGRAM COMMITTEE MEMBER (REVIEWER)

Computational Models of Narrative Workshop

International Conference on Natural Language Generation (INLG)

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

DOCTORAL CONSORTIUM

Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)

Annual Meeting of the Association for Computational Linguistics (ACL)

STUDENT RESEARCH WORKSHOP

AAAI Conference on Artificial Intelligence (AAAI)

UNDERGRADUATE CONSORTIUM

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

RESEARCH TRACK - BEST REVIEWER NOMINEE

Annual Meeting of the Association for Computational Linguistics (ACL)

STUDENT RESEARCH WORKSHOP

Conference on Empirical Methods in Natural Language Processing (EMNLP)

DIALOGUE AND INTERACTIVE SYSTEMS TRACK

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

SOFTWARE TRACK

ACM Conference on Creativity & Cognition (C&C)

POSTERS TRACK

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

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

RESEARCH TRACK

IEEE Conference on Games (CoG)

NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS

Interactive Narrative Technologies (INT) Workshop at AIIDE

May 28-30, 2025

Geneva, Switzerland

September 23-27, 2024

Tokyo, Japan

November 18-22, 2024

Lexington, KY
October 14-17, 2024

Tampere, Finland

August 11-16, 2024

Bangkok, Thailand

February 20-27, 2024

20.001, 20 21, 202

Vancouver, Canada

October 8-12, 2023

Salt Lake City, UT

July 10-12 20

Toronto, Canada

combor 7 11 202

Abu Dhabi, UAE

October 24-28, 2022

_ _ _ _

Pomona, CA

ine 20-23, 2022

Venice, Italy

February 22-March 1 20

Virtual

October 11-15, 202

Virtual

August 17-20, 202

Copenhagen, Denmark/Virtual

October 19-20, 2020

Virtual

Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG)	September 14, 2020
	Bugibba, Malta
International Conference for Interactive Digital Storytelling (ICIDS)	November 19-23, 2019
Human Factors	Little Cottonwood Canyon, UT
Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG)	August 26, 2019
	San Luis Obispo, CA
Workshop on Storytelling at ACL	August 1, 2019
	Florence, Italy
Workshop on Narrative Understanding at NAACL	June 7, 2019
	Minneapolis, MN
Knowledge Extraction from Games (KEG) Workshop at AAAI	January 27, 2019
	Honolulu, HI
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	November 13-17, 2018
ARTIFACT EVALUATION	Alberta, Canada
Workshop on Storytelling at NAACL-HLT	June 5, 2018
	New Orleans, LA

Ⅲ Invited Talks and Panels

SUMMARY

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

25 Total Freschiations	
SPECIAL CONFERENCE PRESENTATIONS	
"Digital Bards: How Dungeons & Dragons will Make for Better AI"	
NULab for Texts, Maps, and Networks Spring Conference at Northeastern University	April 21, 2023
+ 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
Invited Speaker Presentations	
"Bridging the Social & Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults"	
University of Maryland, Baltimore County - CSEE Research Day	May 3, 2024 Baltimore, MD
"Neurosymbolic AI or: How I Learned to Stop Worrying and Love the Large	
Language Model"	
Human Language Technology Center of Excellence (HLTCOE)	April 18, 2024 Baltimore, MD
University of Maryland, Baltimore County - HCC Group FIKA	March 4, 2024
	Baltimore, MD
Johns Hopkins University	Feburary 16, 2024 Baltimore, MD
University of Maryland, Baltimore County	Feburary 27, 2023
	Baltimore, MD
Drexel University	Feburary 15, 2023

Philadelphia, PA

"Neurosymbolic Storytelling or: How I Learned to Stop Worrying and Love the Large Language Model"	
University of Maryland, College Park - CLIP Colloquium	October 4, 2023 College Park, MD
"Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use"	
University of Southern California - NL Seminar	. May 22, 2022 Los Angeles, CA/Virtual
University of California, Santa Cruz - Computational Media Seminar	-
Georgia Institute of Technology - NLP Seminar	
Lawrence Livermore National Laboratory	
"Dungeons and Discourse: Using Computational Storytelling & Speech to Look at Natural Language Use"	2.70
University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar	. January 25, 2021 Philadelphia, PA/Virtual
University of Utah	. April 20, 2020 Salt Lake City, UT/Virtual
"Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents"	
Georgia Tech - GVU Brown Bag	. January 23, 2020 Atlanta, GA
PANELIST	
Doctoral Consortium Advice Panel	October 9, 2023
AIIDE Conference - Doctoral Consortium	Salt Lake City, UT
Computer Science PhD Panel	Feburary 11, 2023
University of Pennsylvania - FemmeHacks Future of Language Research	Philadelphia, PA
Georgia Institute of Technology - IPaT Thursday Think Tank	February 20, 2020 Atlanta, GA
PhD Advising	
University of Maryland, Baltimore County	
Marcus McAllister PhD Computer Science	Fall 2024 – Present
Co-Advised with Dr. Cynthia Matuszek	
Arya Honraopatil	Summer 2024 – Present
PHD COMPUTER SCIENCE	
Patty Delafuente	Spring 2024 – Present
PHD COMPUTER SCIENCE	
• Masters Thesis Advising	
University of Maryland, Baltimore County	
Naren Sivakumar MS Computer Science	Spring 2024 – Present
Shadab Choudhury MS COMPUTER SCIENCE	Spring 2024 – Present

University of Pennsylvania

River Yijang Dong (thesis) Summer 2022 – Spring 2023
BA MATHEMATICS/MS DATA SCIENCE \rightarrow PHD AT OXFORD UNIVERSITY

Anna Orosz (thesis) Spring 2021 – Fall 2021

MS Data Science \rightarrow Machine Learning Engineer at LinkedIn

Sri Sanjeevini Devi Ganni (thesis)

Fall 2020 – Spring 2021

MS Data Science $\,
ightarrow$ SDE at Amazon

Other Mentorship

University of Maryland, Baltimore County

Asha Kumar

PHD HUMAN-CENTERED COMPUTING

Dedeepya Palakurthi

MPS DATA SCIENCE

Saksham Kumar Sharma

MS COMPUTER SCIENCE

Ashish Athimamula
MS COMPUTER SCIENCE
Fall 2024

June Young
MS COMPUTER SCIENCE

Shawn Bray

Spring 2024 – Fall 2024

Spring 2024 - Fall 2024

PHD COMPUTER ENGINEERING

Arya Honraopatil Spring 2024

 $\mathsf{MS}\,\mathsf{Computer}\,\mathsf{Science} \to \mathsf{PhD}\,\mathsf{Student}\,\mathsf{at}\,\mathsf{UMBC}$

Tori Saylor Spring 2024

BS COMPUTER SCIENCE

Runsheng "Anson" Huang Spring 2023 – Spring 2024

MS DATA SCIENCE AT UPENN

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 ightarrow SDE at Amazon

Andrew Zhu Fall 2022 – Spring 2023

PHD COMPUTER AND INFORMATION SCIENCE

Karmanya Aggarwal Fall 2022

MS Data Science \rightarrow ML Scientist at Nabla Bio, Inc.

Alexander Feng Summer 2022 – Fall 2022

MS Data Science ightarrow Research Data Scientist at Booz Allen Hamilton

Manni Arora Summer 2022

MS Computer and Information Science o Software Engineer at Siri NL

Pooja DattatriMS Computer and Information Science → Application Developer at the University of

PENNSYLVANIA

Shifan "Tim" Dong BS AT WASHINGTON UNIVERSITY IN ST. LOUIS → SOFTWARE DEVELOPER AT DRW Salvatore Giorgi PHD COMPUTER AND INFORMATION SCIENCE Ke "Coco" Zhao BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON **Brvan Li** 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 BS COMPUTER SCIENCE → PHD STUDENT AT COLUMBIA UNIVERSITY **Kimberly Caras** MS Computer Science \rightarrow D&A Modeler at KPMG Digital Lighthouse Winston Li BS COMPUTER SCIENCE → QUANTITATIVE RESEARCH ENGINEER AT CITADEL **Andrew Silva** Fall 2019 PHD COMPUTER SCIENCE **Sriian Sood** MS COMPUTER SCIENCE → RESEARCH ENGINEER AT JP MORGAN Jainesh Doshi MS COMPUTER SCIENCE → MACHINE LEARNING ENGINEER AT JP MORGAN **Taha Merghani** Summer 2018 - Fall 2018 MS Computer Science \rightarrow Al & Deep Learning Engineer at Decooda **Ethan Tien** BS Computer Science ightarrow CS MS student at Georgia Tech Prithvirai Ammanabrolu *Spring 2017 – Spring 2018* BS Computer Science ightarrow CS PhD student at Georgia Tech Pradvumna Tambwekar MS COMPUTER SCIENCE → CS PhD STUDENT AT GEORGIA TECH Richa Arora *Spring 2017 – Spring 2018* MS Computer Science \rightarrow Google Analytics Xinyu "Lily" Wang *Spring 2017 – Spring 2018* MS Computer Science ightarrow MS Language Technologies student at Carnegie Mellon **Nathan Dass** BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY Murtaza Dhuliawala MS Computer Science \rightarrow Research Software Engineer at IBM Research **Koustuv Saha**

PhD Computer Science

Yuval Pinter Fall 2016 PHD COMPUTER SCIENCE

Shruti Singh *Spring 2016 – Fall 2016* MS Computer Science \rightarrow Software Development Engineer at Amazon

Will Hancock

MS COMPUTER SCIENCE → PhD STUDENT AT NORTHWESTERN UNIVERSITY

≇ Thesis Committee Member

Shahin Hossain Defense Date

PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC

Sai Vallurupalli

PHD COMPUTER SCIENCE AT UMBC

Aidan Newell

MS COMPUTER SCIENCE AT UMBC

Ekele Ogbadu April 2024

MS COMPUTER SCIENCE AT UMBC

Y Career Development.

Summer 2024 NCFDD Faculty Success Program

CONFERENCE ATTENDANCE

February 20-23, 2024 CRA Career Mentoring Workshops (CMW)

September 18-21, 2019 ACM Richard Tapia Celebration of Diversity in Computing

April 15-16, 2016 CRA-Women Graduate Cohort Workshop

October 2-5, 2013 Anita Borg Institute's Grace Hopper Celebration

August 16-17, 2013 CRA STARS Alliance Celebration

■ Media Coverage _

Aug 19, 2023	"Hallucinating ChatGPT finds a role playing Dungeons & Dragons" Thomas Claburn	The Register
Fall 2022	"Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research" Amy Biemiller	Penn Engineering Magazine
Autumn 2021	"Lara Martin: "How can I get a system to tell a story about anything I want?"" Masoud Golsorkhi	TANK Magazine, Issue 88 (Narrative)
Mar 15, 2021	"Lara Martin on teaching AI to tell stories" Amy Barrett	BBC Science Focus Podcast
Feb 17, 2021	"Alexa, tell me a story" Amy Barrett	BBC Science Focus Magazine
Apr 16, 2020	"Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers" Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT
Feb 28, 2020	"Forget Chess—the Real Challenge Is Teaching AI to Play D&D" Will Knight	Wired
Feb 4, 2020	"Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation" David Mitchell	Georgia Tech School of Interactive Computing
Oct 4, 2019	"Sztuczna inteligencja jako pisarz: Generowanie fabuły" (Translation from Polish: Artificial Intelligence as a Writer: Story Generation) Patrycja Świeczkowska	Zeszyty Maryny (Blog)
Feb 6, 2019	"Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations" (mention) Eliza Strickland	IEEE Spectrum

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"Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More"

Joshua Preston

Feb 2, 2018

Georgia Tech GVU Center