Dr. Lara J. **Martin**

Assistant Professor, CSEE • University of Maryland, Baltimore County (UMBC)
Information Technology and Engineering (ITE) Building, Room 216
✉ laramar@umbc.edu | 🏠 laramartin.net
🎓 Google Scholar | 🐙 Github | in LinkedIn

🔍 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
Aug. 2015 - May 2021
Ph.D. in Human-Centered Computing
Atlanta, GA

+ Advisor: Dr. Mark O. Riedl
+ Thesis: Neurosymbolic Automated Story Generation
+ Teaching Certification: Tech to Teaching (Summer 2018)

Carnegie Mellon University
Aug. 2013 – May 2015
M.S. in Language Technologies
Pittsburgh, PA

+ Advisor: Dr. Alan W Black

Rutgers University — New Brunswick
Sep. 2009 – May 2013
B.S. in Computer Science & Linguistics (double major)
Piscataway, NJ

+ Advisor: Dr. Matthew Stone

🏢 Research Experience

Assistant Professor
Aug 2023 – Present
University of Maryland, Baltimore County
Baltimore, MD
Computer Science and Electrical Engineering (CSEE) Department
Affiliate of the Information Systems Department

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher
Jan 2021 – Aug 2023
University of Pennsylvania
Philadelphia, PA
Computer and Information Science Department

Graduate Research Assistant
Aug 2015 – Dec 2020
Georgia Institute of Technology
Atlanta, GA
School of Interactive Computing

Applied Scientist Intern
May 2017 – Aug 2017
Amazon.com Inc.
Seattle, WA
Alexa Smart Home Machine Learning

Graduate Research Assistant
Sept 2013 – Aug 2015
Carnegie Mellon University
Pittsburgh, PA
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: AACL 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. 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/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].

[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. 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. arXiv: 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. arXiv: 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. arXiv: 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. 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. 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. 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. DOI: 10.48550/arXiv.2510.18112. URL: https://arxiv.org/abs/2510.18112.

[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. DOI: 10.48550/arXiv.2412.10582. arXiv: 2412.10582. URL: https://arxiv.org/abs/2412.10582.

[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. "CIS^2: 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.

[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. 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 (DSLI)*. 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 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.

[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. "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.

[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) — *2025 – 2026*
"DC-BALTIMORE AAAI AIxACCESSIBILITY EVENT" — **$1,000**
Lara J. Martin, Foad Hamidi, Stephanie Valencia, Abraham Glasser — *UMBC*

UMBC COEIT Interdisciplinary Proposals — *2024 – 2025*
"INVESTIGATING THE SOCIAL AND AFFECTIVE ASPECTS OF LARGE-LANGUAGE MODEL-BASED AUGMENTATIVE AND ALTERNATIVE COMMUNICATION SYSTEMS" — **$20,000**
Foad Hamidi (Co-PI), Lara J. Martin (Co-PI) — *UMBC*

UMBC Summer Research Faculty Fellowship (SuRFF) — *2024*
"REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS" — **$8,000**
Lara J. Martin — *UMBC*

National Science Foundation & Computing Research Association — *2021 – 2023*
(NSF 2030859) COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP — **$200,000**
Lara J. Martin (Postdoc), Chris Callison-Burch (Faculty Mentor) — *University of Pennsylvania*

James D. Foley GVU Center Endowment *2019*
FOLEY SCHOLAR AWARD **$5,000**
Lara J. Martin *Georgia Institute of Technology*

🏛 Institutional Service

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

🏛 Departmental Service

Computer Science AI/ML Undergrad Track Director *Fall 2025 – Present*
UMBC

Inclusive Excellence Committee *Spring 2025 – Present*
CO-FOUNDER, COMMITTEE MEMBER *UMBC*
Department Library Liaison *Fall 2024 – Present*
UMBC

Graduate Admissions Committee *Fall 2023 – Present*
COMMITTEE MEMBER *UMBC*
Undergraduate CS Academic Advisor *Fall 2023 – Spring 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) *November 10-14, 2025*
ETHICS CHAIR *Edmonton, Canada*
5th Wordplay: When Language Meets Games Workshop at EMNLP 2025 *November 9, 2025*
CO-ORGANIZER *Suzhou, China*
IEEE Transactions on Games: Special Issue on Large Language Models and Games *May 2025*
GUEST EDITOR
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) *November 18-22, 2024*
ETHICS & CONFERENCE EXPERIENCE CHAIR *Lexington, KY*
4th Wordplay: When Language Meets Games Workshop at ACL 2024 *August 16, 2024*
CO-ORGANIZER *Bangkok, Thailand*

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
October 11-15, 2021
Doctoral Consortium Chair
Virtual

3rd Workshop on Narrative Understanding at NAACL 2021
June 11, 2021
Co-Organizer
Virtual

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
October 19-23, 2020
Publicity Co-Chair
Virtual

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

International Conference on Natural Language Generation (INLG)
October 29-November 2, 2025
Area Chair
Hanoi, Vietnam

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
October 8-12, 2023
Session Chair
Salt Lake City, UT

International Conference on Natural Language Generation (INLG)
September 11-15, 2023
Area Chair
Prague, Czechia

International Conference on Natural Language Generation (INLG)
September 20-24, 2021
Area Chair
Aberdeen, UK

International Conference for Interactive Digital Storytelling (ICIDS)
December 5-8, 2018
Associate Program Chair – Technologies Track
Dublin, Ireland

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)
November 10-14, 2025
Edmonton, Canada

5th Wordplay: When Language Meets Games Workshop at EMNLP 2025
November 9, 2025
Suzhou, China

Computational Models of Narrative Workshop
May 28-30, 2025
Geneva, Switzerland

AAAI/ACM Conference on AI, Ethics, and Society (AIES)
October 20-22, 2025
Madrid, Spain

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
Doctoral Consortium
November 18-22, 2024
Lexington, KY

International Conference on Natural Language Generation (INLG)
September 23-27, 2024
Tokyo, Japan

Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)
October 14-17, 2024
Tampere, Finland

Annual Meeting of the Association for Computational Linguistics (ACL)
Student Research Workshop
August 11-16, 2024
Bangkok, Thailand

AAAI Conference on Artificial Intelligence (AAAI)
Undergraduate Consortium
February 20-27, 2024
Vancouver, Canada

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
Research Track – **Best Reviewer Nominee**
October 8-12, 2023
Salt Lake City, UT

Annual Meeting of the Association for Computational Linguistics (ACL)
Student Research Workshop
July 10-12, 2023
Toronto, Canada

Conference on Empirical Methods in Natural Language Processing (EMNLP)
Dialogue and Interactive Systems Track
December 7-11, 2022
Abu Dhabi, UAE

AAAI Conf. 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 Conf. 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 Foundations of Digital Games (FDG)
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 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)
Artifact Evaluation
November 13-17, 2018
Alberta, Canada

Workshop on Storytelling at NAACL-HLT
June 5, 2018
New Orleans, LA

📊 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
Co-Advised with Dr. Cynthia Matuszek

Spring 2025 – Present

Arya Honraopatil
PhD Computer Science

Summer 2024 – Present

Patty Delafuente
PhD Computer Science

Spring 2024 – Present

💡 Masters Thesis Advising

University of Maryland, Baltimore County

Naren Sivakumar
MS Computer Science → PhD at UMBC
Thesis: Emulating Rational Decisions with Traditional and Contemporary AI

Spring 2024 – Spring 2025

Shadab Choudhury
MS Computer Science
Thesis: Connecting Language and Emotion in Large Language Models for Human-AI Collaboration

Spring 2024 – Spring 2025

University of Pennsylvania

River Yijang Dong   *Summer 2022 – Spring 2023*
BA Mathematics/MS Data Science → PhD at Oxford University
Thesis: COTTAGE: Coherent Text Adventure Games Generation

Anna Orosz   *Spring 2021 – Fall 2021*
MS Data Science → Machine Learning Engineer at LinkedIn
Thesis: Generating Text-based Adventure Games

Sri Sanjeevini Devi Ganni   *Fall 2020 – Spring 2021*
MS Data Science → SDE at Amazon
Thesis: Narratology and Fanfiction

👉 Other Mentorship

University of Maryland, Baltimore County

Venkata Sai Harsha Kothapalli   *Fall 2025 – Present*
MS Computer Science

Lahari Vuppalapati   *Fall 2025 – Present*
MS Computer Science

Paul Abili   *Summer 2025 – Present*
BS Computer Science

AJ Boyd   *Fall 2024 – Spring 2025*
BS Computer Science → Data Engineer at Visa

Asha Kumar   *Summer 2024 – Fall 2024*
PhD Human-Centered Computing

Dedeepya Palakurthi   *Fall 2024*
MPS Data Science → Software Engineer at CVS Health

Saksham Kumar Sharma   *Fall 2024*
MS Computer Science

Ashish Athimamula   *Fall 2024*
MS Computer Science

June Young   *Spring 2024 – Fall 2024*
MS Computer Science

Shawn Bray   *Spring 2024 – Fall 2024*
PhD Computer Engineering

Arya Honraopatil   *Spring 2024*
MS Computer Science → PhD Student at UMBC

Tori Saylor   *Spring 2024*
BS Computer Science

Runsheng "Anson" Huang   *Spring 2023 – Spring 2024*
MS Data Science at UPenn → AI Engineer at Terrasoft

Christopher Cui   *Summer 2023 – Fall 2023*
MS Computer Science at Georgia Tech → PhD Student at UC San Diego

Outreach

Mark McGovern   *Summer 2022*
Out in Tech U's Mentorship Program

University of Pennsylvania

Malathy Nagalakshmi   *Summer 2022 – Summer 2023*
MS Computer and Information Science → SDE at Amazon

Andrew Zhu   *Fall 2022 – Spring 2023*
PhD Computer and Information Science

Tianyi Zhang *Fall 2022*
MS Data Science

Karmanya Aggarwal *Fall 2022*
MS Data Science → ML Scientist at Nabla Bio, Inc.

Alexander Feng *Summer 2022 – Fall 2022*
MS Data Science → Research Data Scientist at Booz Allen Hamilton

Manni Arora *Summer 2022*
MS Computer and Information Science → Software Engineer at Siri NL

Pooja Dattatri *Summer 2022*
MS Computer and Information Science → Application Developer at the University of
Pennsylvania

Shifan "Tim" Dong *Summer 2022*
BS at Washington University in St. Louis → Software Developer at DRW

Salvatore Giorgi *Summer 2022*
PhD Computer and Information Science

Ke "Coco" Zhao *Summer 2022*
BA Cognitive Science & Computer Science → SDE at Amazon

Bryan Li *Spring 2021 – Spring 2022*
PhD Computer and Information Science

Georgia Institute of Technology

Siyan "Sylvia" Li *Spring 2020 – Fall 2020*
BS Computer Science → MS student at Stanford University

Sruthi Sudhakar *Spring 2020*
BS Computer Science → PhD student at Columbia University

Kimberly Caras *Spring 2020*
MS Computer Science → D&A Modeler at KPMG Digital Lighthouse

Winston Li *Fall 2019 – Fall 2020*
BS Computer Science → Quantitative Research Engineer at Citadel

Andrew Silva *Fall 2019*
PhD Computer Science

Srijan Sood *Summer 2018 – Summer 2019*
MS Computer Science → Research Engineer at JP Morgan

Jainesh Doshi *Spring 2019*
MS Computer Science → Machine Learning Engineer at JP Morgan

Taha Merghani *Summer 2018 – Fall 2018*
MS Computer Science → AI & Deep Learning Engineer at Decooda

Ethan Tien *Spring 2018*
BS Computer Science → CS MS student at Georgia Tech

Prithviraj Ammanabrolu *Spring 2017 – Spring 2018*
BS Computer Science → CS PhD student at Georgia Tech

Pradyumna Tambwekar *Spring 2017 – Spring 2018*
MS Computer Science → CS PhD student at Georgia Tech

Richa Arora *Spring 2017 – Spring 2018*
MS Computer Science → Google Analytics

Xinyu "Lily" Wang *Spring 2017 – Spring 2018*
MS Computer Science → MS Language Technologies student at Carnegie Mellon

Nathan Dass *Spring 2017 – Fall 2017*
BS Computer Science → MS student at Stanford University

Murtaza Dhuliawala *Spring 2017*
MS Computer Science → Research Software Engineer at IBM Research

Koustuv Saha *Fall 2016*
PhD Computer Science

Yuval Pinter   *Fall 2016*
PhD Computer Science
Shruti Singh   *Spring 2016 – Fall 2016*
MS Computer Science → Software Development Engineer at Amazon
Will Hancock   *Spring 2016 – Fall 2016*
MS Computer Science → PhD student at Northwestern University

👥 Thesis Committee Member

PhD   *Defense Date / Advisor*

Michael Majurski .... *TBD*
PhD Computer Science at UMBC   *Dr. Cynthia Matuszek*

Sai Vallurupalli .... *TBD*
PhD Computer Science at UMBC   *Dr. Frank Ferraro*

Amal Alabdulkarim .... *Expected 2026*
PhD Computer Science at Georgia Institute of Technology   *Dr. Mark Riedl*

Shahin Hossain .... *Expected Fall 2025*
PhD Language, Literacy, and Culture at UMBC   *Dr. Ramon Goings*

Masters   *Defense Date / Advisor*

An May .... *Expected Fall 2025*
MS Computer Science at UMBC   *Dr. Cynthia Matuszek*

Kaoru Seki .... *November 5, 2025*
MS Human-Centered Computing at UMBC   *Dr. Yasmine Kotturi*

Santiago Góngora .... *August 11, 2025*
MS Computer Science at Universidad de la República, Uruguay   *Dr. Luis Chiruzzo*

Ekele Ogbadu .... *April 26, 2024*
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

September 10-12, 2025   **CMD-IT/ACM Richard Tapia Celebration of Diversity in Computing**
May 15-16, 2025   **CCC Computing Futures Symposium**
May 13-14, 2025   **CIFellows 2025 Symposium**
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

Jul 11, 2025	**"Interactive Storytelling with AI – Dr. Lara Martin"** Jacob & Warren Tingen	*Tingenuity AI (podcast)*
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*
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*

CV produced using LaTeX. Modified version of code: `github.com/Denubis/Academic-LaTeX-CV-BibTeX-CSV`.

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