

# Dr. Lara J. Martin

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

Information Technology and Engineering (ITE) Building, Room 216

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

🎓 Google Scholar | 💻 Github | 🔗 LinkedIn

## 🔍 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) and Assistive Technologies (AT), Speech Processing, Affective Computing*

## 🎓 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 – May 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

### Assistant Professor

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

*Aug 2023 – Present*

*Baltimore, MD*

### Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE DEPARTMENT

*Jan 2021 – Aug 2023*

*Philadelphia, PA*

### Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY – SCHOOL OF INTERACTIVE COMPUTING

*Aug 2015 – Dec 2020*

*Atlanta, GA*

### Applied Scientist Intern

AMAZON.COM INC. – ALEXA SMART HOME MACHINE LEARNING

*May 2017 – Aug 2017*

*Seattle, WA*

### Graduate Research Assistant

CARNEGIE MELLON UNIVERSITY – LANGUAGE TECHNOLOGIES INSTITUTE

*Sept 2013 – Aug 2015*

*Pittsburgh, PA*

### Intern

UNIVERSITY OF SOUTHERN CALIFORNIA – INSTITUTE FOR CREATIVE TECHNOLOGIES

*May 2011 – Aug 2011*

*Playa Vista, CA*

## 👩 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

**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-AI Communication and Computational Creativity.** Collaboration between people and AI, 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, 29]	2015 – Present
 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)	[Martin2024, 30]	2022 – Present
 Emotion recognition & affective computing	[13, 24, 26, 27, 30]	2013 – Present
 Online communities	[6, 22]	2014, 2023
 Translation	[12]	2015

**Publications****PHD DISSERTATION**

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

**CONFERENCE PROCEEDINGS** \*equal contribution, † presented

- [2] A. Zhu<sup>†</sup>, **L. J. Martin**, A. Head, and C. Callison-Burch. “CALYPSO: LLMs as Dungeon Master’s Assistants”. In: *AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*. Vol. 19. 1. Salt Lake City, UT: AAAI, Oct. 2023, pp. 380–390. DOI: [10.1609/aiide.v19i1.27534](https://doi.org/10.1609/aiide.v19i1.27534). arXiv: [2308.07540](https://arxiv.org/abs/2308.07540). URL: <https://ojs.aaai.org/index.php/AIIDE/article/view/27534>. [~59% acceptance rate].
- [3] Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. “CoRRPUS: Code-based Structured Prompting for Neurosymbolic Story Understanding”. In: *Findings of the Association for Computational Linguistics: ACL 2023*. Toronto, Canada: ACL, July 2023, pp. 13152–13168. arXiv: [2212.10754](https://arxiv.org/abs/2212.10754). URL: <https://aclanthology.org/2023.findings-acl.832/>. [18.4% acceptance rate].
- [4] T. Zhang\*, I. Tham\*, Z. Hou\*, J. Ren, L. Zhou, H. Xu, L. Zhang, **L. J. Martin**, R. Dror, S. Li, H. Ji, M. Palmer, S. Brown, R. Suchocki, and C. Callison-Burch. “Human-in-the-Loop Schema Induction”. In: *Annual Meeting of the Association for Computational Linguistics (ACL)*. Vol. 3: System Demonstrations. Toronto, Canada: ACL, July 2023, pp. 1–10. arXiv: [2302.13048](https://arxiv.org/abs/2302.13048). URL: <https://aclanthology.org/2023.acl-demo.1/>. [37% acceptance rate].
- [5] A. Zhu<sup>†</sup>, K. Aggarwal, A. Feng, **L. J. Martin**, and C. Callison-Burch. “FIREBALL: A Dataset of Dungeons and Dragons Actual-Play with Structured Game State Information”. In: *Annual Meeting of the Association for Computational Linguistics (ACL)*. Vol. 1: Long Papers. Toronto, Canada: ACL, July 2023, pp. 4171–4193. arXiv: [2305.01528](https://arxiv.org/abs/2305.01528). URL: <https://aclanthology.org/2023.acl-long.229/>. [23.5% acceptance rate].
- [6] S. Giorgi, K. Zhao, A. H. Feng, and **L. J. Martin**<sup>†</sup>. “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](https://arxiv.org/abs/2301.08104). URL: <https://ojs.aaai.org/index.php/ICWSM/article/view/22141>. [~20% acceptance rate].
- [7] C. Callison-Burch\*, G. S. Tomar\*<sup>†</sup>, **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. “Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence”. In: *Conference on Empirical Methods in Natural Language Processing (EMNLP)*. Abu Dhabi, United Arab Emirates: ACL, Dec. 2022, pp. 9379–9393. arXiv: [2210.07109](https://arxiv.org/abs/2210.07109). URL: <https://aclanthology.org/2022.emnlp-main.637>. [22.1% acceptance rate].

- [8] P. Ammanabrolu<sup>†</sup>, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin<sup>†</sup>**, and M. O. Riedl. “Story Realization: Expanding Plot Events into Sentences”. In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 34. 5. New York, NY: AAAI, Apr. 2020, pp. 7375–7382. doi: [10.1609/aaai.v34i05.6232](https://doi.org/10.1609/aaai.v34i05.6232). arXiv: [1909.03480](https://arxiv.org/abs/1909.03480). URL: <https://ojs.aaai.org/index.php/AAAI/article/view/6232>. [20.6% acceptance rate].
- [9] P. Tambwekar<sup>\*</sup>, M. Dhuliawala<sup>\*†</sup>, **L. J. Martin<sup>†</sup>**, A. Mehta, B. Harrison, and M. O. Riedl. “Controllable Neural Story Plot Generation via Reward Shaping”. In: *International Joint Conference on Artificial Intelligence (IJCAI)*. Macao, China, July 2019, pp. 5982–5988. doi: [10.24963/ijcai.2019/829](https://doi.org/10.24963/ijcai.2019/829). arXiv: [1809.10736](https://arxiv.org/abs/1809.10736). URL: <https://www.ijcai.org/proceedings/2019/829>. [17.9% acceptance rate].
- [10] **L. J. Martin<sup>†</sup>**, P. Ammanabrolu, X. Wang, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. “Event Representations for Automated Story Generation with Deep Neural Nets”. In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 32. 1. New Orleans, LA: AAAI, Feb. 2018, pp. 868–875. ISBN: 978-1-57735-800-8. doi: [10.1609/aaai.v32i1.11430](https://doi.org/10.1609/aaai.v32i1.11430). arXiv: [1706.01331](https://arxiv.org/abs/1706.01331). URL: <https://ojs.aaai.org/index.php/AAAI/article/view/11430>. [24.6% acceptance rate].
- [11] **L. J. Martin<sup>†</sup>**, 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: 978-3-319-48279-1. doi: [10.1007/978-3-319-48279-8\\_7](https://doi.org/10.1007/978-3-319-48279-8_7). URL: [https://link.springer.com/chapter/10.1007/978-3-319-48279-8\\_7](https://link.springer.com/chapter/10.1007/978-3-319-48279-8_7). [36% acceptance rate].
- [12] **L. J. Martin<sup>†</sup>**, A. Wilkinson<sup>†</sup>, S. S. Miryala, V. Robison, and A. W. Black. “Utterance Classification in Speech-to-Speech Translation for Zero-Resource Languages in the Hospital Administration Domain”. In: *2015 IEEE Workshop on Automatic Speech Recognition and Understanding (ASRU)*. Scottsdale, AZ: IEEE, Dec. 2015, pp. 303–309. doi: [10.1109/ASRU.2015.7404809](https://doi.org/10.1109/ASRU.2015.7404809). URL: <https://ieeexplore.ieee.org/document/7404809>. [47.8% acceptance rate].
- [13] **L. J. Martin<sup>†</sup>**, M. Stone, F. Metze, and J. Mostow. “A Methodology for Using Crowdsourced Data to Measure Uncertainty in Natural Speech”. In: *2014 IEEE Spoken Language Technology Workshop (SLT)*. South Lake Tahoe, NV: IEEE, Dec. 2014, pp. 95–99. doi: [10.1109/SLT.2014.7078556](https://doi.org/10.1109/SLT.2014.7078556). URL: <https://ieeexplore.ieee.org/document/7078556>. [48.6% acceptance rate].

## REFEREED WORKSHOP PAPERS <sup>\*</sup>equal contribution, <sup>†</sup>presented

- [14] R. Chambers<sup>†</sup>, 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<sup>\*†</sup>, G. S. Tomar<sup>\*</sup>, **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=EKW-H-BMlkzq>.
- [16] S. Papazov<sup>†</sup>, 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<sup>†</sup>, **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).
- [18] P. Ammanabrolu<sup>†</sup>, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**, and M. O. Riedl. “Guided Neural Language Generation for Automated Storytelling”. In: *ACL 2019 Second Workshop on Storytelling (StoryNLP)*. Florence, Italy: ACL, Aug. 2019, pp. 46–55. doi: [10.18653/v1/W19-3405](https://doi.org/10.18653/v1/W19-3405). URL: <https://aclanthology.org/W19-3405/>.
- [19] **L. J. Martin<sup>†</sup>**, 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>.
- [20] **L. J. Martin<sup>†</sup>**, 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).
- [21] **L. J. Martin<sup>†</sup>**, 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<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/>.
- [23] N. Wolfe<sup>†</sup>, V. V. Vemuri, **L. J. Martin<sup>†</sup>**, F. Metze, and A. W. Black. “Applause: A Learning Tool for Low-Resource Languages”. In: *CHI 2014 Designing Speech and Language Interactions Workshop (DSLII)*. Toronto, ON, Canada, Apr. 2014. URL: <http://www.cs.toronto.edu/dsl2014/submissions/applause-chi-paper-photo-ready.pdf>.
- [24] S. Cosentino<sup>†</sup>, 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

- [25] 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>.
- [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-2015-medsinlnksed>.
- [27] 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

- [28] 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](https://doi.org/10.48550/arXiv.2412.10582). arXiv: [2412.10582](https://arxiv.org/abs/2412.10582). URL: <https://arxiv.org/abs/2412.10582>.
- [29] A. Alabdulkarim, W. Li, **L. J. Martin**, and M. O. Riedl. *Goal-Directed Story Generation: Augmenting Generative Language Models with Reinforcement Learning*. Dec. 2021. arXiv: [2112.08593](https://arxiv.org/abs/2112.08593). URL: <https://arxiv.org/abs/2112.08593>.

## IN SUBMISSION

- [30] S. Choudhury, A. Kumar, and **L. J. Martin**. "GPT's Devastated and LLaMA's Content: Emotion Representation Alignment in LLMs for Keyword-based Generation". In: *submission: Annual Meeting of the Association for Computational Linguistics (ACL)*. Feb. 2025.
- [31] **L. J. Martin** and M. Nagalakshmi. "Aging Up AAC: An Introspection on Augmentative and Alternative Communication Applications for Autistic Adults". In: *submission: International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS)*. 2025. arXiv: [2404.17730](https://arxiv.org/abs/2404.17730).

## Grants and Awards

### GRANTS

#### UMBC COEIT Interdisciplinary Proposals

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

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

2024 – 2025

\$20,000

UMBC

#### UMBC Summer Research Faculty Fellowship (SuRFF)

"REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS"

Lara J. Martin

2024

\$8,000

UMBC

#### National Science Foundation & Computing Research Association

COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP

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

2021 – 2023

\$200,000

University of Pennsylvania

### AWARDS

#### James D. Foley GVVU Center Endowment

FOLEY SCHOLAR AWARD

Lara J. Martin

2019

\$5,000

Georgia Institute of Technology

## Institutional Service

#### COEIT Research Day

WORKING GROUP MEMBER

Spring 2025

UMBC

#### Language Technology Seminar Series (LaTeSS)

CREATOR & ORGANIZER

Fall 2024 – Present

UMBC

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

COMMITTEE MEMBER

Fall 2024 – Present

UMBC

## Teaching about LLMs to Faculty Learning Committees (FLCs)

VOLUNTEER

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

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

Fall 2023 – Spring 2024

UMBC

## Departmental Service

### Inclusive Excellence Committee

COMMITTEE MEMBER

### Department Library Liaison

Spring 2025 – Present

UMBC

Fall 2024 – Present

UMBC

### Graduate Admissions Committee

COMMITTEE MEMBER

Fall 2023 – Present

UMBC

## Professional Activities

### SUMMARY

10	<b>Organizer/Guest Editor</b>
11	<b>Area Chair/Senior Area Chair Positions</b>
4	<b>Grant Reviewer</b>
33	<b>Program Committee Member/Reviewer, including Journal Reviewer</b>
63	<b>Total Participation</b>

### ORGANIZER AND GUEST EDITOR POSITIONS

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

ETHICS CHAIR

November 10-14, 2025

Edmonton, Canada

#### 5th Wordplay: When Language Meets Games Workshop at EMNLP 2025

November 5/6, 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

Atlanta, GA

### OTHER CHAIR POSITIONS

#### 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

## 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

*November 5-9, 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)

Computational Models of Narrative Workshop

*May 28-30, 2025*

*Geneva, Switzerland*

International Conference on Natural Language Generation (INLG)

*September 23-27, 2024*

*Tokyo, Japan*

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

*November 18-22, 2024*

DOCTORAL CONSORTIUM

*Lexington, KY*

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)

*August 11-16, 2024*

STUDENT RESEARCH WORKSHOP

*Bangkok, Thailand*

AAAI Conference on Artificial Intelligence (AAAI)

*February 20-27, 2024*

UNDERGRADUATE CONSORTIUM

*Vancouver, Canada*

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

*October 8-12, 2023*

RESEARCH TRACK – **BEST REVIEWER NOMINEE**

*Salt Lake City, UT*

Annual Meeting of the Association for Computational Linguistics (ACL)

*July 10-12, 2023*

STUDENT RESEARCH WORKSHOP

*Toronto, Canada*

Conference on Empirical Methods in Natural Language Processing (EMNLP)

*December 7-11, 2022*

DIALOGUE AND INTERACTIVE SYSTEMS TRACK

*Abu Dhabi, UAE*

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

*October 24-28, 2022*

SOFTWARE TRACK

*Pomona, CA*

ACM Conference on Creativity & Cognition (C&C)

*June 20-23, 2022*

POSTERS TRACK

*Venice, Italy*



AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	February 22-March 1, 2022
	Virtual
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 11-15, 2021
RESEARCH TRACK	Virtual
IEEE Conference on Games (CoG)	August 17-20, 2021
NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS	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)	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

## Invited Talks and Panels

### SUMMARY

2	<b>Special Conference Presentations</b>
14	<b>On-Campus Invited Speaker Presentations</b>
3	<b>Panels</b>
23	<b>Total Presentations</b>

### SPECIAL CONFERENCE PRESENTATIONS

<b>“Digital Bards: How Dungeons &amp; Dragons will Make for Better AI”</b>	
NULab for Texts, Maps, and Networks Spring Conference at Northeastern University – Boston, MA . . .	April 21, 2023
+ <b>Keynote Speaker</b>	
<b>“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”</b>	
Tapia Doctoral Consortium – San Diego, CA . . . . .	September 18, 2019
+ <b>Winner of Best Doctoral Consortium Presentation Award.</b>	

### INVITED SPEAKER PRESENTATIONS

<b>“Bridging the Social &amp; Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults”</b>	
University of Maryland, Baltimore County - CSEE Research Day – Baltimore, MD . . . . .	May 3, 2024
<b>“Neurosymbolic AI or: How I Learned to Stop Worrying and Love the Large Language Model”</b>	
Human Language Technology Center of Excellence (HLTCOE) – Baltimore, MD . . . . .	April 18, 2024
University of Maryland, Baltimore County - HCC Group FIKa – Baltimore, MD . . . . .	March 4, 2024
Johns Hopkins University – Baltimore, MD . . . . .	February 16, 2024

University of Maryland, Baltimore County – Baltimore, MD .....	February 27, 2023
Drexel University – Philadelphia, PA .....	February 15, 2023

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

University of Maryland, College Park - CLIP Colloquium – College Park, MD .....	October 4, 2023
---	-----------------

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

University of Southern California - NL Seminar – Los Angeles, CA/Virtual .....	May 22, 2022
University of California, Santa Cruz - Computational Media Seminar – Santa Cruz, CA/Virtual .....	November 29, 2021
Georgia Institute of Technology - NLP Seminar – Atlanta, GA/Virtual .....	September 11, 2020
Lawrence Livermore National Laboratory – Livermore, CA/Virtual .....	June 11, 2020

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

University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar – Philadelphia, PA/Virtual .....	January 25, 2021
University of Utah – Salt Lake City, UT/Virtual .....	April 20, 2020

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

Georgia Tech - GVU Brown Bag – Atlanta, GA .....	January 23, 2020
--	------------------

### PANELIST

#### Doctoral Consortium Advice Panel

AIIDE CONFERENCE - DOCTORAL CONSORTIUM

#### Computer Science PhD Panel

UNIVERSITY OF PENNSYLVANIA - FEMMEHACKS

#### Future of Language Research

GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANK

October 9, 2023  
Salt Lake City, UT  
February 11, 2023  
Philadelphia, PA  
February 20, 2020  
Atlanta, GA

## 🔗 Advising Summary

5	PhD Thesis Advisees
5	MS Thesis Advisees
8	Other PhD Advisees
22	Other MS Advisees
10	Undergrad Advisees
50	Total Advisees

## 🔗 PhD Advising

### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

#### Ray Groshan

PHD COMPUTER SCIENCE

Starting Fall 2025

#### Tianyi Zhang

PHD COMPUTER SCIENCE

Starting Fall 2025

#### 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

Thesis: Emulating Rational Decisions with Traditional and Contemporary AI

*Spring 2024 – Present*

**Shadab Choudhury**

MS COMPUTER SCIENCE

Thesis: Connecting Language and Emotion in Large Language Models for Human-AI Collaboration

*Spring 2024 – Present*

### UNIVERSITY OF PENNSYLVANIA

**River Yijang Dong**

BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY

Thesis: COTTAGE: Coherent Text Adventure Games Generation

*Summer 2022 – Spring 2023*

**Anna Orosz**

MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Thesis: Generating Text-based Adventure Games

*Spring 2021 – Fall 2021*

**Sri Sanjeevini Devi Ganni**

MS DATA SCIENCE → SDE AT AMAZON

Thesis: Narratology and Fanfiction

*Fall 2020 – Spring 2021*

## 📍 Other Mentorship

---

### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

**AJ Boyd**

BS COMPUTER SCIENCE

*Fall 2024 – Present*

**Asha Kumar**

PHD HUMAN-CENTERED COMPUTING

*Summer 2024 – Fall 2024*

**Dedeepya Palakurthi**

MPS DATA SCIENCE

*Fall 2024*

**Saksham Kumar Sharma**

MS COMPUTER SCIENCE

*Fall 2024*

**Ashish Athimamula**

MS COMPUTER SCIENCE

*Fall 2024*

**June Young**

MS COMPUTER SCIENCE

*Spring 2024 – Fall 2024*

**Shawn Bray**

PHD COMPUTER ENGINEERING

*Spring 2024 – Fall 2024*

**Arya Honraopatil**

MS COMPUTER SCIENCE → PHD STUDENT AT UMBC

*Spring 2024*

**Tori Saylor**

BS COMPUTER SCIENCE

*Spring 2024*

**Runsheng “Anson” Huang**

MS DATA SCIENCE AT UPENN

*Spring 2023 – Spring 2024*

**Christopher Cui**

MS COMPUTER SCIENCE AT GEORGIA TECH → PHD STUDENT AT UC SAN DIEGO

*Summer 2023 – Fall 2023*

### OUTREACH

**Mark McGovern**

OUT IN TECH U'S MENTORSHIP PROGRAM

*Summer 2022*

## UNIVERSITY OF PENNSYLVANIA

### **Malathy Nagalakshmi**

MS COMPUTER AND INFORMATION SCIENCE → SDE AT AMAZON

Summer 2022 – Summer 2023

### **Andrew Zhu**

PHD COMPUTER AND INFORMATION SCIENCE

Fall 2022 – Spring 2023

### **Karmanya Aggarwal**

MS DATA SCIENCE → ML SCIENTIST AT NABLA BIO, INC.

Fall 2022

### **Alexander Feng**

MS DATA SCIENCE → RESEARCH DATA SCIENTIST AT BOOZ ALLEN HAMILTON

Summer 2022 – Fall 2022

### **Manni Arora**

MS COMPUTER AND INFORMATION SCIENCE → SOFTWARE ENGINEER AT SIRI NL

Summer 2022

### **Pooja Dattatri**

MS COMPUTER AND INFORMATION SCIENCE → APPLICATION DEVELOPER AT THE UNIVERSITY OF PENNSYLVANIA

Summer 2022

### **Shifan “Tim” Dong**

BS AT WASHINGTON UNIVERSITY IN ST. LOUIS → SOFTWARE DEVELOPER AT DRW

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

## 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

**Koustuv Saha**  
PHD COMPUTER SCIENCE

**Yuval Pinter**  
PHD COMPUTER SCIENCE

**Shruti Singh**  
MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON

**Will Hancock**  
MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY

Spring 2017

Fall 2016

Fall 2016

Spring 2016 – Fall 2016

Spring 2016 – Fall 2016

👤 Thesis Committee Member

PHD	Defense Date / Advisor
<b>Amal Alabdulkarim</b> .....	Expected 2026
PHD COMPUTER SCIENCE AT GEORGIA INSTITUTE OF TECHNOLOGY	Dr. Mark Riedl
<b>Shahin Hossain</b> .....	Expected Fall 2025
PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC	Dr. Ramon Goings
<b>Sai Vallurupalli</b> .....	Expected 2026
PHD COMPUTER SCIENCE AT UMBC	Dr. Frank Ferraro
<b>MASTERS</b>	Defense Date / Advisor
<b>Santiago Góngora</b> .....	TBD
MSC AT UNIVERSIDAD DE LA REPÚBLICA, URUGUAY	Dr. Luis Chiruzzo
<b>Kaoru Seki</b> .....	Expected Fall 2025
MS HUMAN-CENTERED COMPUTING AT UMBC	Dr. Yasmine Kotturi
<b>Ekele Ogbadu</b> .....	April 26, 2024
MS COMPUTER SCIENCE AT UMBC	Dr. Cynthia Matuszek

🌱 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

<i>Apr 16, 2020</i>	<b>“Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers”</b> Allie McFadden	<i>Georgia Tech Machine Learning, Memos from MLGT</i>
<i>Feb 28, 2020</i>	<b>“Forget Chess—the Real Challenge Is Teaching AI to Play D&amp;D”</b> Will Knight	<i>Wired</i>
<i>Feb 4, 2020</i>	<b>“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation”</b> David Mitchell	<i>Georgia Tech School of Interactive Computing</i>
<i>Oct 4, 2019</i>	<b>“Sztuczna inteligencja jako pisarz: Generowanie fabuły” (Translation from Polish: Artificial Intelligence as a Writer: Story Generation)</b> Patrycja Świeczkowska	<i>Zeszyty Maryny (Blog)</i>
<i>Feb 6, 2019</i>	<b>“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention)</b> Eliza Strickland	<i>IEEE Spectrum</i>
<i>Feb 2, 2018</i>	<b>“Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More”</b> Joshua Preston	<i>Georgia Tech GVU Center</i>