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 | 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
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, COMPUTER SCIENCE AND ELECTRICAL ENGINEERING (CSEE) DEPARTMENT
Baltimore, MD

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher
Jan 2021 – Aug 2023

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE DEPARTMENT
Philadelphia, PA

Graduate Research Assistant
Aug 2015 – Dec 2020

GEORGIA INSTITUTE OF TECHNOLOGY, SCHOOL OF INTERACTIVE COMPUTING
Atlanta, GA

Applied Scientist Intern
May 2017 – Aug 2017

AMAZON.COM INC., ALEXA SMART HOME MACHINE LEARNING
Seattle, WA

Graduate Research Assistant
Sept 2013 – Aug 2015

CARNEGIE MELLON UNIVERSITY, LANGUAGE TECHNOLOGIES INSTITUTE
Pittsburgh, PA

🖥 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	[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, 29, 31]	*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)	[28, 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†, **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].

[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. 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.org/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. "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.

[18] 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 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**†, 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 En-

gineering 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/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-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] **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.

[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. 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*. 2025. arXiv: 2503.11881. URL: https://arxiv.org/abs/2503.11881.

[31] R. Huang, **L. J. Martin**, and C. Callison-Burch. "WHAT-IF: Exploring Branching Narratives by Meta-Prompting Large Language Models". In: *submission*. Dec. 2024. DOI: 10.48550/arXiv.2412.10582. arXiv: 2412.10582. URL: https://arxiv.org/abs/2412.10582.

🧾 Grants and Awards

Grants

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*
Computing Innovation Postdoctoral Fellowship
$200,000
Lara J. Martin (Postdoc), Chris Callison-Burch (Faculty Mentor)
University of Pennsylvania

Awards

James D. Foley GVU Center Endowment — *2019*
Foley Scholar Award
$5,000
Lara J. Martin
Georgia Institute of Technology

🏛 Institutional Service

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

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*

💬 Professional Activities

SUMMARY

10	**Organizer/Guest Editor**
12	**Area Chair/Senior Area Chair Positions**
4	**Grant Reviewer**
35	**Program Committee Member/Reviewer, including Journal Reviewer**
66	**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 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 *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)
Area Chair

International Conference for Interactive Digital Storytelling (ICIDS)
Associate Program Chair – Technologies Track

September 20-24, 2021
Aberdeen, UK

December 5-8, 2018
Dublin, Ireland

Grant Reviewer

2025	**National Science Foundation (IIS)**
2025	**Deutsche Forschungsgemeinschaft**
2025	**National Science Foundation**
2022	**Army Research Office**

Journal Reviewer

2024	**IEEE Transactions on Games**
2023	**IEEE Transactions on Games**
2021	**Autonomous Agents and Multi-Agent Systems (Springer)**
2020	**IEEE Transactions on Audio, Speech and Language Processing**
2020	**ACM Computing Surveys (CSUR)**

ACL Rolling Review

May 2025	**Senior Area Chair** *– EMNLP 2025*
March 2025	**Reviewer** *– ACL 2025*
February 2024	**Area Chair** *– ACL 2024*
December 2023	**Area Chair** *– NAACL 2024*
October 2023	**Area Chair** *– EACL 2024*
August 2023	**Area Chair**
April 2023	**Area Chair**
December 2022	**Area Chair**
October 2022	**Reviewer**
July 2022	**Reviewer**
April 2022	**Reviewer**
January 2022	**Reviewer**

Program Committee Member (Reviewer)

International Joint Conference on Natural Language Processing & Asia-Pacific Chapter of the Association for Computational Linguistics (IJCNLP-AACL)
Student Research Workshop (SRW) Mentor

December 20-24, 2025
Mumbai, India

AAAI/ACM Conference on AI, Ethics, and Society (AIES)

October 20-22, 2025
Madrid, Spain

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)
Doctoral Consortium

November 18-22, 2024
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)
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)	*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 Conference on Artificial Intelligence (AAAI)	*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

6	**Special Conference Presentations**
15	**On-Campus Invited Speaker Presentations**
3	**Panels**
28	**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

Doctoral Consortium Advice Panel   *October 9, 2023*
AIIDE CONFERENCE - DOCTORAL CONSORTIUM   *Salt Lake City, UT*
Computer Science PhD Panel   *February 11, 2023*
UNIVERSITY OF PENNSYLVANIA - FEMMEHACKS   *Philadelphia, PA*
Future of Language Research   *February 20, 2020*
GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANK   *Atlanta, GA*

💡 Advising Summary _____

5	**PhD Thesis Advisees**
5	**MS Thesis Advisees**
8	**Other PhD Advisees**
22	**Other MS Advisees**
11	**Undergrad Advisees**
51	**Total Advisees**

💡 PhD Advising

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Ray Groshan *Starting Fall 2025*
PHD COMPUTER SCIENCE

Tianyi Zhang *Starting Fall 2025*
PHD COMPUTER SCIENCE

Marcus McAllister *Spring 2025 – Present*
PHD COMPUTER SCIENCE
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 *Spring 2024 – Spring 2025*
MS COMPUTER SCIENCE → PHD AT UMBC
Thesis: Emulating Rational Decisions with Traditional and Contemporary AI

Shadab Choudhury *Spring 2024 – Spring 2025*
MS COMPUTER SCIENCE
Thesis: Connecting Language and Emotion in Large Language Models for Human-AI Collaboration

UNIVERSITY OF PENNSYLVANIA

River Yijang Dong *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

Paul Abili *Summer 2025 – Present*
BS COMPUTER SCIENCE

AJ Boyd *Fall 2024 – Spring 2025*
BS COMPUTER SCIENCE

Asha Kumar *Summer 2024 – Fall 2024*
PHD HUMAN-CENTERED COMPUTING

Dedeepya Palakurthi *Fall 2024*
MPS Data Science

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

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

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*
Sai Vallurupalli . . . .*Expected 2026*
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*
Kaoru Seki . . . . *Expected Fall 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

Summer 2024 **NCFDD Faculty Success Program**

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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