

# Dr. Lara J. Martin

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

Information Technology and Engineering (ITE) Building, Room 216

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🎓 Google Scholar | 🐙 Github | 🔗 LinkedIn | 🐼 Mastodon | 🐦 Twitter

## 🔍 Research Interests

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

## 🎓 Education

### Georgia Institute of Technology

PH.D. IN HUMAN-CENTERED COMPUTING

+ Advisor: Dr. Mark O. Riedl

+ Thesis: [Neurosymbolic Automated Story Generation](#)

+ Teaching Certification: [Tech to Teaching](#) (Summer 2018)

*Aug. 2015 - May 2021*

*Atlanta, GA*

### Carnegie Mellon University

M.S. IN LANGUAGE TECHNOLOGIES

+ Advisor: Dr. Alan W Black

*Aug. 2013 - Aug. 2015*

*Pittsburgh, PA*

### Rutgers University — New Brunswick

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

+ Advisor: Dr. Matthew Stone

*Sep. 2009 - May 2013*

*Piscataway, NJ*

## 🏢 Research Experience

### 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

*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

### CMSC 473/673 Natural Language Processing

INSTRUCTOR OF RECORD

*Spring 2024*

*UMBC*

### CMSC 671 Principles of Artificial Intelligence

INSTRUCTOR OF RECORD

*Fall 2023*

*UMBC*

### CIS 700 Interactive Fiction and Text Generation

CO-INSTRUCTOR







+ Co-taught with Dr. Chris Callison-Burch


*Spring 2022*





*University of Pennsylvania*

## Projects

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

 Story understanding	[3, 6, 16]	2021 – Present
 D&D as an AI challenge	[2, 5, 7, 14, 15, 18]	2018 – Present
 Story generation	[1, 8–11, 17, 19, 20, 27]	2015 – Present
 Schemas	[4, 10, 11]	2023
 Conversational agents	[24], See also: Amazon & USC ICT internships	2011, 2017, 2022
 Language learning	[22]	2014

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

 Augmentative and Alternative Communication (AAC)	In progress.	2022 – Present
 Online communities	[6, 21]	2014, 2023
 Translation	[12]	2015
 Emotion recognition & affective computing	[13, 23, 25, 26]	2013 – 2015

## Publications

### PHD DISSERTATION

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

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

- [2] A. Zhu<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\*, 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: 978-3-319-48278-1. 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] 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=EKwH-BMlkzq>.
- [15] S. Papazov<sup>†</sup>, W. Gill, M. Garcia Ferreira, A. Zhu, **L. J. Martin**, and C. Callison-Burch. “Using Language Models to Convert Between Natural Language and Game Commands”. In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: <https://openreview.net/forum?id=jQSStHwtmDN>.
- [16] 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).
- [17] 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/>.
- [18] **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>.
- [19] **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).
- [20] **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].
- [21] 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/>.
- [22] 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/dslil2014/submissions/applause-chi-paper-photo-ready.pdf>.
- [23] 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

- [24] 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>.
- [25] 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>.
- [26] 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

[27] 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>.

## Grants and Awards

### GRANTS

#### 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 Gvu Center Endowment

FOLEY SCHOLAR AWARD

Lara J. Martin

2019

\$5,000

Georgia Institute of Technology

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

#### Association for Computing Machinery

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

Lara J. Martin

2019

\$500

San Diego, CA

#### Lockheed Martin Corporation

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

Lara J. Martin

2013

\$450

Minneapolis, MN

## Institutional Service

#### CSEE Graduate Admissions Committee

MEMBER

Fall 2023 – Spring 2024

UMBC

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

VOLUNTEER

Teaching in the era of AI FLC (11/17)

AI in the Classroom FLC (12/8)

Fall 2023

UMBC

## Professional Activities – Conference Organization

### SUMMARY

6	<b>Organizer</b>
10	<b>Chair Positions, including ACL Action Editor</b>
27	<b>Program Committee Member/Reviewer</b>
5	<b>Community-Based Conference Attendee</b>
48	<b>Total Participation</b>

### ORGANIZER

#### 4th Wordplay: When Language Meets Games Workshop at ACL 2024

CO-ORGANIZER

August 2024

Bangkok, Thailand

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

DOCTORAL CONSORTIUM CHAIR

October 11-15, 2021

Virtual

#### 3rd Workshop on Narrative Understanding at NAACL 2021

CO-ORGANIZER

June 11, 2021

Virtual

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

PUBLICITY CO-CHAIR

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

CO-ORGANIZER

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

LOCAL ARRANGEMENTS CHAIR

### OTHER CHAIR POSITIONS

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

SESSION CHAIR

## **International Conference on Natural Language Generation (INLG)**

AREA CHAIR

## **International Conference on Natural Language Generation (INLG)**

AREA CHAIR

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

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

*October 19-23, 2020*

*Virtual*

*July 9, 2020*

*Virtual*

*October 8-12, 2019*

*Atlanta, GA*

*October 8-12, 2023*

*Salt Lake City, UT*

*September 11-15, 2023*

*Prague, Czechia*

*September 20-24, 2021*

*Aberdeen, UK*

*December 5-8, 2018*

*Dublin, Ireland*

### JOURNAL REVIEWER

*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

*February 2024*

**Action Editor** – ACL 2024

*December 2023*

**Action Editor** – NAACL 2024

*October 2023*

**Action Editor** – EACL 2024

*August 2023*

**Action Editor**

*April 2023*

**Action Editor**

*December 2022*

**Action Editor**

*October 2022*

**Reviewer**

*July 2022*

**Reviewer**

*April 2022*

**Reviewer**

*January 2022*

**Reviewer**

### PROGRAM COMMITTEE MEMBER

Annual Meeting of the Association for Computational Linguistics (ACL)

STUDENT RESEARCH WORKSHOP

AAAI Conference on Artificial Intelligence (AAAI)

UNDERGRADUATE CONSORTIUM

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

RESEARCH TRACK

Annual Meeting of the Association for Computational Linguistics (ACL)

STUDENT RESEARCH WORKSHOP

Conference on Empirical Methods in Natural Language Processing (EMNLP)

DIALOGUE AND INTERACTIVE SYSTEMS TRACK

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

SOFTWARE TRACK

ACM Conference on Creativity & Cognition (C&C)

POSTERS TRACK

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

*August 2024*

*Bangkok, Thailand*

*February 20-27, 2024*

*Vancouver, Canada*

*October 8-12, 2023*

*Salt Lake City, UT*

*July 10-12, 2023*

*Toronto, Canada*

*December 7-11, 2022*

*Abu Dhabi, UAE*

*October 24-28, 2022*

*Pomona, CA*

*June 20-23, 2022*

*Venice, Italy*

*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

#### COMMUNITY-BASED CONFERENCE ATTENDANCE

February 20-23, 2024	<b>CRA Career Mentoring Workshops (CMW)</b>
September 18-21, 2019	<b>ACM Richard Tapia Celebration of Diversity in Computing</b>
April 15-16, 2016	<b>CRA-Women Graduate Cohort Workshop</b>
October 2-5, 2013	<b>Anita Borg Institute's Grace Hopper Celebration</b>
August 16-17, 2013	<b>CRA STARS Alliance Celebration</b>

## Professional Activities - Presentations

### SUMMARY

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

### SPECIAL CONFERENCE PRESENTATIONS

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

NULab for Texts, Maps, and Networks Spring Conference at Northeastern University	April 21, 2023
+ <b>Keynote Speaker</b>	Boston, MA

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

Tapia Doctoral Consortium	September 18, 2019
+ <b>Winner of Best Doctoral Consortium Presentation Award.</b>	San Diego, CA



## INVITED SPEAKER PRESENTATIONS

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

University of Maryland, Baltimore County - HCC Group FIKA .....	March 4, 2024 Baltimore, MD
Johns Hopkins University .....	February 16, 2024 Baltimore, MD
University of Maryland, Baltimore County .....	February 27, 2023 Baltimore, MD
Drexel University .....	February 15, 2023 Philadelphia, PA

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

University of Maryland, College Park - CLIP Colloquium .....	October 4, 2023 College Park, MD
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### **“Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use”**

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

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

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

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

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

### **Doctoral Consortium Advice Panel**

AIIDE 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

## **📍 PhD Advising**

### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

#### **Patty Delafuente**

PHD COMPUTER SCIENCE

2024–Present

## 🔗 Masters Thesis Advising

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### UNIVERSITY OF PENNSYLVANIA

**River Yijang Dong (thesis)**

BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY

Summer 2022 – Spring 2023

**Anna Orosz (thesis)**

MS DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Spring 2021 – Fall 2021

**Sanjeevini Ganni (thesis)**

MS DATA SCIENCE → SDE AT AMAZON

Fall 2020 – Spring 2021

## 🤝 Other Mentorship

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### UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

**Shawn Bray**

PHD COMPUTER ENGINEERING

Spring 2024 – Present

**Shadab Choudhury**

MS COMPUTER SCIENCE

Spring 2024 – Present

**Tori Saylor**

BS COMPUTER SCIENCE

Spring 2024 – Present

**Sirisha**

MS COMPUTER SCIENCE

Spring 2024 – Present

**Naren Sivakumar**

MS COMPUTER SCIENCE

Spring 2024 – Present

**June Young**

MS COMPUTER SCIENCE

Spring 2024 – Present

**Runsheng “Anson” Huang**

MS DATA SCIENCE AT UPENN

Spring 2023 – Spring 2024

**Christopher Cui**

MS COMPUTER SCIENCE AT GEORGIA TECH

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

Summer 2022

**Tim Dong**

BS AT WASHINGTON UNIVERSITY IN ST. LOUIS

Summer 2022

**Salvatore Giorgi**

PHD COMPUTER AND INFORMATION SCIENCE

Summer 2022



**Ke “Coco” Zhao**

BA COGNITIVE SCIENCE &amp; 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&amp;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 &amp; DEEP LEARNING ENGINEER AT DECODA

Summer 2018 – Fall 2018

**Ethan Tien**

BS COMPUTER SCIENCE → CS MS STUDENT AT GEORGIA TECH

Spring 2018

**Prithviraj Ammanabrolu**

BS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

Spring 2017 – Spring 2018

**Pradyumna Tambwekar**

MS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

Spring 2017 – Spring 2018

**Richa Arora**

MS COMPUTER SCIENCE → GOOGLE ANALYTICS

Spring 2017 – Spring 2018

**Xinyu “Lily” Wang**

MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON

Spring 2017 – Spring 2018

**Nathan Dass**

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

Spring 2017 – Fall 2017

**Murtaza Dhuliawala**

MS COMPUTER SCIENCE → RESEARCH SOFTWARE ENGINEER AT IBM RESEARCH

Spring 2017

**Koustuv Saha**

PHD COMPUTER SCIENCE

Fall 2016

**Yuval Pinter**

PHD COMPUTER SCIENCE

Fall 2016

**Shruti Singh**

MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON

Spring 2016 – Fall 2016

**Will Hancock**

MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY

Spring 2016 – Fall 2016

**👤 Thesis Committee Member**UNIVERSITY OF MARYLAND, BALTIMORE COUNTY**Ekele Ogbadu**

MS COMPUTER SCIENCE

2024

## Media Coverage

Aug 19, 2023	<b>“Hallucinating ChatGPT finds a role playing Dungeons &amp; Dragons”</b> Thomas Claburn	The Register
Fall 2022	<b>“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research”</b> Amy Biemiller	Penn Engineering Magazine
Autumn 2021	<b>“Lara Martin: “How can I get a system to tell a story about anything I want?””</b> Masoud Golsorkhi	TANK Magazine, Issue 88 (Narrative)
Mar 15, 2021	<b>“Lara Martin on teaching AI to tell stories”</b> Amy Barrett	BBC Science Focus Podcast
Feb 17, 2021	<b>“Alexa, tell me a story”</b> Amy Barrett	BBC Science Focus Magazine
Apr 16, 2020	<b>“Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers”</b> Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT
Feb 28, 2020	<b>“Forget Chess—the Real Challenge Is Teaching AI to Play D&amp;D”</b> Will Knight	Wired
Feb 4, 2020	<b>“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation”</b> David Mitchell	Georgia Tech School of Interactive Computing
Oct 4, 2019	<b>“Sztuczna inteligencja jako pisarz: Generowanie fabuły” (Translation from Polish: Artificial Intelligence as a Writer: Story Generation)</b> Patrycja Świeczkowska	Zeszyty Maryny (Blog)
Feb 6, 2019	<b>“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention)</b> Eliza Strickland	IEEE Spectrum
Feb 2, 2018	<b>“Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More”</b> Joshua Preston	Georgia Tech GVU Center