

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 | 🐼 Mastodon | 🐦 Twitter

🔍 Research Interests

Human-Centered Artificial Intelligence, Computational Creativity, Automated Story Generation & Understanding, 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

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 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

CS 3790 Introduction to Cognitive Science

INSTRUCTOR OF RECORD

Summer 2018

Georgia Institute of Technology

📁 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
🧩 Schema co-creation	[4]	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[†], **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)*. Salt Lake City, UT: AAAI, Oct. 2023. arXiv: [2308.07540](https://arxiv.org/abs/2308.07540). [~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/>.
- [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](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**[†]. “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*[†], **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[†], 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](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*[†], **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](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**[†], 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**[†], B. Harrison, and M. O. Riedl. “Improvitational 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. [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](https://doi.org/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](https://doi.org/10.1109/SLT.2014.7078556). URL: <https://ieeexplore.ieee.org/document/7078556>. [48.6% acceptance rate].

REFEREED WORKSHOP PAPERS ^{*}equal contribution, [†]presented

- [14] 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>.
- [15] 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>.
- [16] B. Li[†], **L. J. Martin**, and C. Callison-Burch. “CIS²: A Simplified Commonsense Inference Evaluation for Story Prose”. In: *ACL 2022 Workshop on Commonsense Representation and Reasoning (CSRR)*. Virtual/Dublin, Ireland, Mar. 2022. arXiv: [2202.07880](https://arxiv.org/abs/2202.07880). URL: https://openreview.net/forum?id=Se-xHMYg_bc.
- [17] 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](https://doi.org/10.18653/v1/W19-3405). URL: <https://aclanthology.org/W19-3405/>.
- [18] **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>.
- [19] **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. “Improvitational Storytelling Agents”. In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: https://nips2017creativity.github.io/doc/Improvitational_Agents.pdf.
- [20] **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].
- [21] 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](https://doi.org/10.3115/v1/W14-4103). URL: <https://www.aclweb.org/anthology/W14-4103/>.
- [22] 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 (DSL)*. Toronto, ON, Canada, Apr. 2014. URL: <http://www.cs.toronto.edu/dsl2014/submissions/applause-chi-paper-photo-ready.pdf>.
- [23] S. Cosentino[†], S. Burger, **L. J. Martin**, F. Metze, T. Kishi, K. Hashimoto, S. Sessa, M. Zecca, and A. Takanishi. “A multisensory non-invasive system for laughter analysis”. In: *36th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC)*. Chicago, IL, 2014. URL: <https://laramartin.net/pub/EMBC14-Laughter.pdf>.

OTHER PUBLICATIONS

- [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

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 GVV Center Endowment

FOLEY SCHOLAR AWARD

Lara J. Martin

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.

2019

\$5,000

Georgia Institute of Technology

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

UMBC

President's Undergraduate Research Awards (PURA)

REVIEWER

Summer 2019

Georgia Institute of Technology

School of Interactive Computing's Prospective Student Visit Week

VOLUNTEER

Spring '16, '17, '18

Georgia Institute of Technology

School of Interactive Computing Faculty Hiring Committee

MEMBER

Fall 2018

Georgia Institute of Technology

Graduate Student Council

MEMBER

Fall 2018 – Spring 2019

Georgia Institute of Technology

Human-Centered Computing Website

WEBSITE MANAGER

Fall 2017 – Spring 2019

Georgia Institute of Technology

School of Interactive Computing's Prospective Student Visit Week

COORDINATOR

Spring 2016

Georgia Institute of Technology

Professional Activities - Presentations

SUMMARY

13	On-Campus Invited Speaker Presentations
3	Special Conference Presentations
2	Guest Lectures
18	Total Presentations

2013 – Present

2019 – Present

2021 – Present

2013 – Present

SPECIAL CONFERENCE PRESENTATIONS

“Doctoral Consortium Advice Panel”

AIIDE Doctoral Consortium

October 9, 2023

Salt Lake City, UT

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

NULab for Texts, Maps, and Networks Spring Conference at Northeastern University

April 21, 2023

Boston, MA

+ **Keynote Speaker**

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

Tapia Doctoral Consortium

September 18, 2019

San Diego, CA

+ **Winner of Best Doctoral Consortium Presentation Award.**

ON-CAMPUS INVITED SPEAKER PRESENTATIONS

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

PRESENTER – University of Maryland, College Park - CLIP Colloquium

October 4, 2023

College Park, MD

PRESENTER – University of Maryland, Baltimore County

February 27, 2023

Baltimore, MD

PRESENTER – Drexel University

February 15, 2023

Philadelphia, PA

“Computer Science PhD Panel”

PANELIST – University of Pennsylvania - FemmeHacks

February 11, 2023

Philadelphia, PA

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

PRESENTER – *University of Southern California - NL Seminar*

May 22, 2022

Los Angeles, CA/Virtual

PRESENTER – University of California, Santa Cruz - Computational Media Seminar

November 29, 2021

Santa Cruz, CA/Virtual

PRESENTER – *Georgia Institute of Technology - NLP Seminar*

September 11, 2020

Atlanta, GA/Virtual

PRESENTER – Lawrence Livermore National Laboratory

June 11, 2020

Livermore, CA/Virtual

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

PRESENTER – University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar

January 25, 2021

Philadelphia, PA/Virtual

PRESENTER – University of Utah

April 20, 2020

Salt Lake City, UT/Virtual

“Future of Language Research”

PANELIST – Georgia Institute of Technology - IPaT Thursday Think Tank

February 20, 2020

Atlanta, GA

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

PRESENTER – *Georgia Tech - GVU Brown Bag*

January 23, 2020

Atlanta, GA

“A Model of Uncertainty in Language”

PRESENTER – University of Pennsylvania - REU Site Meeting

July 18, 2013

Philadelphia, PA

GUEST LECTURES

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

University of Pennsylvania - Computational Linguistics Class

November 30, 2021

Philadelphia, PA/Virtual

“Neurosymbolic Automated Story Generation”

University of Kentucky - Topics and Artificial Intelligence: Interactive Narrative Seminar

April 30, 2021

Lexington, KY/Virtual

Professional Activities – Conference Organization

SUMMARY

3	Organizer	2020 – Present
9	Chair Positions	2018 – Present
24	Program Committee Member/Reviewer	2018 – Present
4	Community-Based Conference Attendee	2013 – Present
40	Total Participation	2013 – Present

ORGANIZER

4th Wordplay: When Language Meets Games Workshop TBA

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

1st Workshop on Narrative Understanding, Storylines, and Events (NUSE) at ACL 2020 July 9, 2020
Virtual

CHAIR POSITIONS

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

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 11-15, 2021
DOCTORAL CONSORTIUM CHAIR Virtual

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

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 19-23, 2020
PUBLICITY CO-CHAIR Virtual

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 8-12, 2019
LOCAL ARRANGEMENTS CHAIR Georgia Institute of Technology, Atlanta, GA

International Conference for Interactive Digital Storytelling (ICIDS) December 5-8, 2018
ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK Dublin, Ireland

PROGRAM COMMITTEE MEMBER

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 8-12, 2023
RESEARCH TRACK Salt Lake City, UT

Annual Meeting of the Association for Computational Linguistics 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 Conference 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 Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 11-15, 2021
RESEARCH TRACK Virtual

IEEE Conference on Games (CoG)

NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS

Interactive Narrative Technologies (INT) Workshop at AIIDE

August 17-20, 2021

Copenhagen, Denmark/Virtual

October 19-20, 2020

Virtual

Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference

September 14, 2020

Bugibba, Malta

International Conference for Interactive Digital Storytelling (ICIDS)

HUMAN FACTORS

November 19-23, 2019

Little Cottonwood Canyon, UT

Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference

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 Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

ARTIFACT EVALUATION

November 13-17, 2018

Alberta, Canada

Workshop on Storytelling at NAACL-HLT

June 5, 2018

New Orleans, LA

JOURNAL REVIEWER

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

August 2023

Action Editor

April 2023

Action Editor

December 2022

Action Editor

October 2022

Reviewer

July 2022

Reviewer

April 2022

Reviewer

January 2022

Reviewer

COMMUNITY-BASED CONFERENCE ATTENDANCE

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

Mentorship

OUTREACH

Mark McGovern

Summer 2022

OUT IN TECH U'S MENTORSHIP PROGRAM

UNIVERSITY OF PENNSYLVANIA

Christopher Cui MS COMPUTER SCIENCE AT GEORGIA TECH	Summer 2023 – Present
Runsheng “Anson” Huang MS DATA SCIENCE	Spring 2023 – Present
Malathy Nagalakshmi MS COMPUTER AND INFORMATION SCIENCE	Summer 2022 – Summer 2023
River Yijang Dong (thesis) BA MATHEMATICS/MS DATA SCIENCE → PHD AT OXFORD UNIVERSITY	Summer 2022 – Spring 2023
Andrew Zhu PHD COMPUTER AND INFORMATION SCIENCE	Fall 2022 – Spring 2023
Karmanya Aggarwal MS DATA SCIENCE	Fall 2022
Alexander Feng MS DATA SCIENCE	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 & COMPUTER SCIENCE → SDE AT AMAZON	Summer 2022
Bryan Li PHD COMPUTER AND INFORMATION SCIENCE	Spring 2021 – Spring 2022
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

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

Xinyu “Lily” Wang

MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON

Nathan Dass

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

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 – Spring 2018

Spring 2017 – Spring 2018

Spring 2017 – Fall 2017

Spring 2017

Fall 2016

Fall 2016

Spring 2016 – Fall 2016

Spring 2016 – Fall 2016

Media Coverage

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