

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

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, 30]	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)	[29, 31]	2022 – Present
 Emotion recognition & affective computing	[13, 24, 26, 27, 31]	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](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[†], 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. “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. [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] 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=EKW-H-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=jQSSStHwtmDN>.
- [17] 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.
- [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](https://doi.org/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](https://doi.org/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/dsl2014/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 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] **L. J. Martin** and M. Nagalakshmi. *Bridging the Social & Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults*. Apr. 2024. arXiv: [2404.17730](https://arxiv.org/abs/2404.17730). URL: <https://arxiv.org/abs/2404.17730>.

[30] 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

[31] 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.

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 – Present
COMMITTEE MEMBER	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	Organizer/Guest Editor
11	Area Chair/Senior Area Chair Positions
4	Grant Reviewer
33	Program Committee Member/Reviewer, including Journal Reviewer
63	Total Participation

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

<i>2025</i>	National Science Foundation (IIS)
<i>2025</i>	Deutsche Forschungsgemeinschaft
<i>2025</i>	National Science Foundation
<i>2022</i>	Army Research Office

JOURNAL REVIEWER

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

ACL ROLLING REVIEW

<i>November 5-9, 2025</i>	Senior Area Chair – EMNLP 2025
<i>March 2025</i>	Reviewer – ACL 2025
<i>February 2024</i>	Area Chair – ACL 2024
<i>December 2023</i>	Area Chair – NAACL 2024
<i>October 2023</i>	Area Chair – EACL 2024
<i>August 2023</i>	Area Chair
<i>April 2023</i>	Area Chair
<i>December 2022</i>	Area Chair
<i>October 2022</i>	Reviewer
<i>July 2022</i>	Reviewer
<i>April 2022</i>	Reviewer
<i>January 2022</i>	Reviewer

PROGRAM COMMITTEE MEMBER (REVIEWER)

Computational Models of Narrative Workshop	<i>May 28-30, 2025</i> <i>Geneva, Switzerland</i>
International Conference on Natural Language Generation (INLG)	<i>September 23-27, 2024</i> <i>Tokyo, Japan</i>
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>November 18-22, 2024</i> <i>Lexington, KY</i>
DOCTORAL CONSORTIUM	
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)	<i>October 14-17, 2024</i> <i>Tampere, Finland</i>
Annual Meeting of the Association for Computational Linguistics (ACL)	<i>August 11-16, 2024</i> <i>Bangkok, Thailand</i>
STUDENT RESEARCH WORKSHOP	
AAAI Conference on Artificial Intelligence (AAAI)	<i>February 20-27, 2024</i> <i>Vancouver, Canada</i>
UNDERGRADUATE CONSORTIUM	
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>October 8-12, 2023</i> <i>Salt Lake City, UT</i>
RESEARCH TRACK – BEST REVIEWER NOMINEE	<i>July 10-12, 2023</i> <i>Toronto, Canada</i>
Annual Meeting of the Association for Computational Linguistics (ACL)	
STUDENT RESEARCH WORKSHOP	
Conference on Empirical Methods in Natural Language Processing (EMNLP)	<i>December 7-11, 2022</i> <i>Abu Dhabi, UAE</i>
DIALOGUE AND INTERACTIVE SYSTEMS TRACK	
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	<i>October 24-28, 2022</i> <i>Pomona, CA</i>
SOFTWARE TRACK	
ACM Conference on Creativity & Cognition (C&C)	<i>June 20-23, 2022</i> <i>Venice, Italy</i>
POSTERS TRACK	

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	Special Conference Presentations
14	On-Campus Invited Speaker Presentations
3	Panels
23	Total Presentations

SPECIAL CONFERENCE PRESENTATIONS

“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.	

INVITED SPEAKER PRESENTATIONS

“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

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

	Defense Date / Advisor
Amal Alabdulkarim	TBD 2026
PHD COMPUTER SCIENCE AT GEORGIA INSTITUTE OF TECHNOLOGY	Dr. Mark Riedl
Shahin Hossain	TBD 2026
PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC	Dr. Ramon Goings
Santiago Góngora	TBD
MSc AT UNIVERSIDAD DE LA REPÚBLICA, URUGUAY	Dr. Luis Chiruzzo
Sai Vallurupalli	TBD
PHD COMPUTER SCIENCE AT UMBC	Dr. Frank Ferraro
Ekele Ogbadu	April 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
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
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 GVU Center