

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), 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

🏫 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

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, 19]	2021 – Present
♁ D&D-Playing and Strategic Agents	[2, 5, 7, 14, 17, 18, 21, 34]	2018 – Present
📝 Story generation	[1, 8–11, 15, 16, 20, 22, 23, 32]	2015 – Present
🔗 Schemas	[4, 10, 11]	2023
💬 Conversational agents	[27], See also: Amazon & USC ICT internships	2011, 2017, 2022
🎧 Language learning	[25]	2014

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

📞 Augmentative and Alternative Communication (AAC)	[31, 33]	2022 – Present
😬 Emotion recognition & affective computing	[13, 28–30, 33]	2013 – Present
🗣️ Online communities	[6, 24]	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: 978-3-319-48278-1. 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].

PEER-REVIEWED WORKSHOP PAPERS *equal contribution, [†]presented

- [14] P. Delafuente, A. Honraopatil, and **L. J. Martin**. “Does Reasoning Help LLM Agents Play Dungeons and Dragons? A Prompt Engineering Experiment”. In: *EMNLP 2025 Fifth Wordplay: When Language Meets Games Workshop*. Suzhou, China, Nov. 2025.
- [15] R. Huang, **L. J. Martin**, and C. Callison-Burch. “WHAT-IF: Exploring Branching Narratives by Meta-Prompting Large Language Models”. In: *EMNLP 2025 Fifth Wordplay: When Language Meets Games Workshop*. Suzhou, China, Nov. 2025. 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>.
- [16] R. Chambers[†], N. Tack, E. Pearson, **L. J. Martin**, and F. Ferraro. “BERALL: Generating Retrieval-augmented State-based Interactive Fiction Games”. In: *ACL 2024 Fourth Wordplay: When Language Meets Games Workshop*. Bangkok, Thailand, Aug. 2024. URL: <https://wordplay-workshop.github.io/wordplay2024/pdfs/21.pdf>.
- [17] 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>.
- [18] 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>.
- [19] 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.
- [20] 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/>.
- [21] **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>.
- [22] **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.
- [23] **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].
- [24] 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/>.

- [25] 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/dslit2014/submissions/applause-chi-paper-photo-ready.pdf>.

OTHER PUBLICATIONS

- [26] A. Honraopatil, S. Vallurupalli, and **L. J. Martin**. “Shaping Perception of Emotional Storytelling with Synthesized Speech”. In: *Mid-Atlantic Student Colloquium on AI, Language, and Learning (MASC-ALL)*. State College, PA, USA, Apr. 2025.
- [27] 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>.
- [28] 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>.
- [29] 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>.
- [30] 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>.

PREPRINTS

- [31] **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](https://arxiv.org/abs/2404.17730). URL: <https://arxiv.org/abs/2404.17730>.
- [32] 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

- [33] S. Choudhury, A. Kumar, and **L. J. Martin**. “GPT is Devastated and LLaMA is Content: Emotion Representation Alignment in LLMs for Keyword-based Generation”. In: *submission*. 2025. arXiv: [2503.11881](https://arxiv.org/abs/2503.11881). URL: <https://arxiv.org/abs/2503.11881>.
- [34] N. Sivakumar and **L. J. Martin**. “Simulating National Negotiations: Comparing the Strategies of MCTS and LLMs”. In: *submission*. 2025.

Grants and Awards

GRANTS

Association for the Advancement of Artificial Intelligence (AAAI)	2025 – 2026
“DC-BALTIMORE AAAI AIxACCESSIBILITY EVENT”	\$1,000
Lara J. Martin, Foad Hamidi, Stephanie Valencia, Abraham Glasser	UMBC
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
(NSF 2030859) 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

ACM Richard Tapia Celebration of Diversity in Computing

UMBC REPRESENTATIVE

September 10-12, 2025

College of Engineering and Information Technology (COEIT) Research Day

WORKING GROUP MEMBER

Spring 2025

UMBC

Language Technology Seminar Series (LaTeSS)

CREATOR & ORGANIZER

Fall 2024 – Present

UMBC

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

COMMITTEE MEMBER

Fall 2024 – Spring 2025

UMBC

Teaching about LLMs to Faculty Learning Committees (FLCs)

VOLUNTEER

Fall 2023 – Spring 2024

UMBC

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

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

Departmental Service

Computer Science AI/ML Undergrad Track Director

Fall 2025 – Present

UMBC

CSEE Research Day Committee

COMMITTEE MEMBER

Fall 2025 – Present

UMBC

Inclusive Excellence Committee

CO-FOUNDER, COMMITTEE MEMBER

Spring 2025 – Present

UMBC

Department Library Liaison

Fall 2024 – Present

UMBC

Graduate Admissions Committee

COMMITTEE MEMBER

Fall 2023 – Present

UMBC

Professional Activities

SUMMARY

10	Organizer/Guest Editor
12	Area Chair/Senior Area Chair Positions
4	Grant Reviewer
36	Program Committee Member/Reviewer, including Journal Reviewer
67	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

CO-ORGANIZER

November 9, 2025

Suzhou, China

IEEE Transactions on Games: Special Issue on Large Language Models and Games

GUEST EDITOR

May 2025

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

ETHICS & CONFERENCE EXPERIENCE CHAIR

November 18-22, 2024

Lexington, KY

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

CO-ORGANIZER

August 16, 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

October 19-23, 2020

Virtual

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

CO-ORGANIZER

July 9, 2020

Virtual

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

LOCAL ARRANGEMENTS CHAIR

October 8-12, 2019

Atlanta, GA

OTHER CHAIR POSITIONS

International Conference on Natural Language Generation (INLG)

AREA CHAIR

October 29-November 2, 2025

Hanoi, Vietnam

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

SESSION CHAIR

October 8-12, 2023

Salt Lake City, UT

International Conference on Natural Language Generation (INLG)

AREA CHAIR

September 11-15, 2023

Prague, Czechia

International Conference on Natural Language Generation (INLG)

AREA CHAIR

September 20-24, 2021

Aberdeen, UK

International Conference for Interactive Digital Storytelling (ICIDS)

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

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-AAACL)

December 20-24, 2025

Mumbai, India

STUDENT RESEARCH WORKSHOP (SRW) MENTOR

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

November 10-14, 2025

Edmonton, Canada

Computational Models of Narrative Workshop

May 28-30, 2025

Geneva, Switzerland

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

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**

4	PhD Thesis Advisees
5	MS Thesis Advisees
8	Other PhD Advisees
25	Other MS Advisees
11	Undergrad Advisees
53	Total Advisees

🔗 **PhD Advising**

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY

Ray Groshan

PHD COMPUTER SCIENCE

Fall 2025 – Present

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 → PHD AT UMBC

Thesis: Emulating Rational Decisions with Traditional and Contemporary AI

Spring 2024 – Spring 2025

Shadab Choudhury

MS COMPUTER SCIENCE

Thesis: [Connecting Language and Emotion in Large Language Models for Human-AI Collaboration](#)

Spring 2024 – Spring 2025

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

Venkata Sai Harsha Kothapalli

MS COMPUTER SCIENCE

Fall 2025 – Present

Lahari Vuppalapati

MS COMPUTER SCIENCE

Fall 2025 – Present

Paul Abili

BS COMPUTER SCIENCE

Summer 2025 – Present

AJ Boyd

BS COMPUTER SCIENCE → DATA ENGINEER AT VISA

Fall 2024 – Spring 2025

Asha Kumar

PHD HUMAN-CENTERED COMPUTING

Summer 2024 – Fall 2024

Dedeepya Palakurthi

MPS DATA SCIENCE → SOFTWARE ENGINEER AT CVS HEALTH

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 → AI ENGINEER AT TERRASOFT

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

Tianyi Zhang

MS DATA SCIENCE

Fall 2022

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	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

<u>PHD</u>	<u>Defense Date / Advisor</u>
Sai Vallurupalli PHD COMPUTER SCIENCE AT UMBC	Expected 2026 Dr. Frank Ferraro
Amal Alabdulkarim PHD COMPUTER SCIENCE AT GEORGIA INSTITUTE OF TECHNOLOGY	Expected 2026 Dr. Mark Riedl

Shahin Hossain *Expected Fall 2025*
 PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC *Dr. Ramon Goings*

MASTERS

An May *Defense Date / Advisor*
 MS COMPUTER SCIENCE AT UMBC *Expected Fall 2025*
Dr. Cynthia Matuszek

Kaoru Seki *November 5, 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

Fall 2025 – Present **Faculty Learning Committee on Designing Humanizing Assignments in the Age of AI**
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

<i>Jul 11, 2025</i>	“Interactive Storytelling with AI – Dr. Lara Martin” Jacob & Warren Tingen	<i>Tingenuity AI (podcast)</i>
<i>Aug 19, 2023</i>	“Hallucinating ChatGPT finds a role playing Dungeons & Dragons” Thomas Claburn	<i>The Register</i>
<i>Fall 2022</i>	“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research” Amy Biemiller	<i>Penn Engineering Magazine</i>
<i>Autumn 2021</i>	“Lara Martin: “How can I get a system to tell a story about anything I want?”” Masoud Golsorkhi	<i>TANK Magazine, Issue 88 (Narrative)</i>
<i>Mar 15, 2021</i>	“Lara Martin on teaching AI to tell stories” Amy Barrett	<i>BBC Science Focus Podcast</i>
<i>Feb 17, 2021</i>	“Alexa, tell me a story” Amy Barrett	<i>BBC Science Focus Magazine</i>
<i>Apr 16, 2020</i>	“Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers” Allie McFadden	<i>Georgia Tech Machine Learning, Memos from MLGT</i>
<i>Feb 28, 2020</i>	“Forget Chess—the Real Challenge Is Teaching AI to Play D&D” Will Knight	<i>Wired</i>
<i>Feb 4, 2020</i>	“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation” David Mitchell	<i>Georgia Tech School of Interactive Computing</i>
<i>Feb 6, 2019</i>	“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention) Eliza Strickland	<i>IEEE Spectrum</i>

Feb 2, 2018

“Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More”

Georgia Tech GVU Center

Joshua Preston
