

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

Affiliate of the Information Systems 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

UNIVERSITY OF PENNSYLVANIA

CIS 700 Interactive Fiction and Text Generation

Spring 2022 – CO-INSTRUCTOR, Co-taught with Dr. Chris Callison-Burch

GEORGIA INSTITUTE OF TECHNOLOGY

Clarks Scholars Summer Python Bootcamp







Summer 2019 – COURSE MATERIALS, Co-created syllabus/lesson plan with Dr. Cassandra Kent


CS 3790 Introduction to Cognitive Science





Summer 2018 – INSTRUCTOR OF RECORD

Projects

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

 Story understanding	[4, 7, 20]	2021 – Present
 D&D-Playing and Strategic Agents	[3, 6, 8, 15, 18, 19, 22, 34]	2018 – Present
 Story generation	[1, 9–12, 16, 17, 21, 23, 24, 33]	2015 – Present
 Schemas	[5, 11, 12]	2023
 Conversational agents	[28], See also: Amazon & USC ICT internships	2011, 2017, 2022
 Language learning	[26]	2014

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

 Augmentative and Alternative Communication (AAC)	[2, 32]	2022 – Present
 Emotion recognition & affective computing	[2, 14, 29–31]	2013 – Present
 Online communities	[7, 25]	2014, 2023
 Translation	[13]	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] S. Choudhury, A. Kumar, and **L. J. Martin.** “Evaluating Human-LLM Representation Alignment: A Case Study on Affective Sentence Generation for Augmentative and Alternative Communication”. In: *Findings of the Association for Computational Linguistics: ACL 2025*. Dec. 2025. arXiv: [2503.11881](https://arxiv.org/abs/2503.11881). URL: <https://arxiv.org/abs/2503.11881>.
- [3] 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].
- [4] 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].
- [5] 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].

- [6] 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].
- [7] 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].
- [8] 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].
- [9] 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].
- [10] 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].
- [11] **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].
- [12] **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].
- [13] **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].
- [14] **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

- [15] P. Delafuente[†], A. Honraopati[†], 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. arXiv: [2510.18112](https://arxiv.org/abs/2510.18112). URL: <https://wordplay-workshop.github.io/pdfs/29.pdf>.
- [16] 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. arXiv: [2412.10582](https://arxiv.org/abs/2412.10582). URL: <https://wordplay-workshop.github.io/pdfs/4.pdf>.
- [17] 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>.
- [18] 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>.
- [19] 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>.
- [20] 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.
- [21] 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/>.
- [22] **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>.
- [23] **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.

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

OTHER PUBLICATIONS

- [27] 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.
- [28] 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>.
- [29] 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>.
- [30] 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>.
- [31] 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

- [32] **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>.
- [33] 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

- [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 GVSU Center Endowment

FOLEY SCHOLAR AWARD

Lara J. Martin

2019

\$5,000

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

Language Technology Seminar Series (LaTeSS)

CREATOR & ORGANIZER

UMBC

Fall 2024 – Present

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

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

Undergraduate CS Academic Advisor

Fall 2023 – Fall 2025

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
62	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

3rd Workshop on Narrative Understanding at NAACL 2021

CO-ORGANIZER

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

PUBLICITY CO-CHAIR

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

CO-ORGANIZER

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

LOCAL ARRANGEMENTS CHAIR

October 11-15, 2021

Virtual

June 11, 2021

Virtual

October 19-23, 2020

Virtual

July 9, 2020

Virtual

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)

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	November 10-14, 2025 Edmonton, Canada
5th Wordplay: When Language Meets Games Workshop at EMNLP 2025	November 9, 2025 Suzhou, China
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 Lexington, KY
DOCTORAL CONSORTIUM	
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 Bangkok, Thailand
STUDENT RESEARCH WORKSHOP	
AAAI Conference on Artificial Intelligence (AAAI)	February 20-27, 2024 Vancouver, Canada
UNDERGRADUATE CONSORTIUM	
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 8-12, 2023 Salt Lake City, UT
RESEARCH TRACK – BEST REVIEWER NOMINEE	
Annual Meeting of the Association for Computational Linguistics (ACL)	July 10-12, 2023 Toronto, Canada
STUDENT RESEARCH WORKSHOP	
Conference on Empirical Methods in Natural Language Processing (EMNLP)	December 7-11, 2022 Abu Dhabi, UAE
DIALOGUE AND INTERACTIVE SYSTEMS TRACK	
AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)	October 24-28, 2022 Pomona, CA
SOFTWARE TRACK	
ACM Conference on Creativity & Cognition (C&C)	June 20-23, 2022 Venice, Italy
POSTERS TRACK	
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 Copenhagen, Denmark/Virtual
NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS	
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 Little Cottonwood Canyon, UT
HUMAN FACTORS	
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 Alberta, Canada
ARTIFACT EVALUATION	
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
4	Panels
25	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
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“CS Outreach Amongst Piscataway Youth”

STARS Alliance Celebration – Atlanta, GA	August 16, 2013
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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
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“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
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“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
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“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
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PANELIST

STEM Research & Publication Faculty Panel

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY - AOK LIBRARY AND GRAD STUDENT & POSTDOCTORAL DEVELOPMENT

October 13, 2025
Baltimore, MD

Doctoral Consortium Advice Panel

AIIDE CONFERENCE - DOCTORAL CONSORTIUM

October 9, 2023
Salt Lake City, UT

Computer Science PhD Panel

UNIVERSITY OF PENNSYLVANIA - FEMMEHACKS

February 11, 2023
Philadelphia, PA

Future of Language Research

GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANK

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

Shruti Singh
MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON

Will Hancock
MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY

Fall 2016

Spring 2016 – Fall 2016

Spring 2016 – Fall 2016

👥 Thesis Committee Member

PHD	Defense Date / Advisor
Michael MajurskiTBD	TBD
PHD COMPUTER SCIENCE AT UMBC	Dr. Cynthia Matuszek
Sai VallurupalliTBD	TBD
PHD COMPUTER SCIENCE AT UMBC	Dr. Frank Ferraro
Amal AlabdulkarimExpected 2026	Expected 2026
PHD COMPUTER SCIENCE AT GEORGIA INSTITUTE OF TECHNOLOGY	Dr. Mark Riedl
Shahin HossainExpected Fall 2025	Expected Fall 2025
PHD LANGUAGE, LITERACY, AND CULTURE AT UMBC	Dr. Ramon Goings
MASTERS	Defense Date / Advisor
An MayExpected Fall 2025	Expected Fall 2025
MS COMPUTER SCIENCE AT UMBC	Dr. Cynthia Matuszek
Kaoru SekiNovember 5, 2025	November 5, 2025
MS HUMAN-CENTERED COMPUTING AT UMBC	Dr. Yasmine Kotturi
Santiago GóngoraAugust 11, 2025	August 11, 2025
MS COMPUTER SCIENCE AT UNIVERSIDAD DE LA REPÚBLICA, URUGUAY	Dr. Luis Chiruzzo
Ekele OgbaduApril 26, 2024	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

September 10-12, 2025	CMD-IT/ACM Richard Tapia Celebration of Diversity in Computing
May 15-16, 2025	CCC Computing Futures Symposium
May 13-14, 2025	CIFellows 2025 Symposium
February 20-23, 2024	CRA Career Mentoring Workshops (CMW)
September 18-21, 2019	ACM Richard Tapia Celebration of Diversity in Computing
April 15-16, 2016	CRA-Women Graduate Cohort Workshop
October 2-5, 2013	Anita Borg Institute’s Grace Hopper Celebration
August 16-17, 2013	CRA STARS Alliance Celebration

📰 Media Coverage

Jul 11, 2025	“Interactive Storytelling with AI – Dr. Lara Martin”	Tingenuity AI (podcast)
Aug 19, 2023	“Hallucinating ChatGPT finds a role playing Dungeons & Dragons”	The Register
Fall 2022	“Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research”	Penn Engineering Magazine

Autumn 2021	“Lara Martin: “How can I get a system to tell a story about anything I want?”” Masoud Golsorkhi	TANK Magazine, Issue 88 (Narrative)
Mar 15, 2021	“Lara Martin on teaching AI to tell stories” Amy Barrett	BBC Science Focus Podcast
Feb 17, 2021	“Alexa, tell me a story” Amy Barrett	BBC Science Focus Magazine
Apr 16, 2020	“Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers” Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT
Feb 28, 2020	“Forget Chess—the Real Challenge Is Teaching AI to Play D&D” Will Knight	Wired
Feb 4, 2020	“Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation” David Mitchell	Georgia Tech School of Interactive Computing
Feb 6, 2019	“Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations” (mention) Eliza Strickland	IEEE Spectrum
Feb 2, 2018	“Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More” Joshua Preston	Georgia Tech GVU Center