

# Dr. Lara J. Martin

CIFELLOW POSTDOCTORAL RESEARCHER • UNIVERSITY OF PENNSYLVANIA

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## 🔍 Research Interests

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

## 🎓 Education

### Georgia Institute of Technology

PH.D. IN HUMAN-CENTERED COMPUTING

+ Advisor: Dr. Mark O. Riedl

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

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

*Aug. 2015 - May 2021*

*Atlanta, GA*

### Carnegie Mellon University

M.S. IN LANGUAGE TECHNOLOGIES

+ Advisor: Dr. Alan W Black

*Aug. 2013 - Aug. 2015*

*Pittsburgh, PA*

### Rutgers University — New Brunswick

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

+ Advisor: Dr. Matthew Stone

*Sep. 2009 - May 2013*

*Piscataway, NJ*

## 🏢 Research Experience

### Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE

+ Identifying and improving coherency of automated story generation techniques.

+ Developing a working AAC prototype given feedback from users.

+ Conducted semi-structured interviews with autistic adult users of augmentative and alternative communication (AAC).

*Jan 2021 – Present*

*Philadelphia, PA*

### Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY – SCHOOL OF INTERACTIVE COMPUTING

+ Created a complex end-to-end automated story generation pipeline.

*Aug 2015 – Dec 2020*

*Atlanta, GA*

### Applied Scientist Intern

AMAZON.COM INC. – ALEXA SMART HOME MACHINE LEARNING

+ Identified potential research questions within Alexa Smart Home.

+ Developed a system for identifying commands with an assumed context.

*May 2017 – Aug 2017*

*Seattle, WA*

### Graduate Research Assistant

CARNEGIE MELLON UNIVERSITY – LANGUAGE TECHNOLOGIES INSTITUTE

+ Created a zero-resource speech-to-speech translation system for the University of Pittsburgh Medical Center.

+ Performed emotion recognition in noisy speech for event detection.

*Sept 2013 – Aug 2015*

*Pittsburgh, PA*

### Intern

UNIVERSITY OF SOUTHERN CALIFORNIA – INSTITUTE FOR CREATIVE TECHNOLOGIES

+ Wrote a chatbot for the Virtual Patient Project using Bruce Wilcox's language Chatscript.

+ Developed an authoring tool for the Chatscript language using Java.

+ Designed and ran experiments comparing my Chatscript system to the project's current chat system.

*May 2011 – Aug 2011*

*Playa Vista, CA*

## Teaching

### CIS 700 Interactive Fiction and Text Generation

CO-INSTRUCTOR

+ Co-taught with Dr. Chris Callison-Burch

Spring 2022

University of Pennsylvania

### CS 3790 Introduction to Cognitive Science

INSTRUCTOR OF RECORD

Summer 2018

Georgia Institute of Technology

### CS 3600 Introduction to Artificial Intelligence, Dr. Mark O. Riedl

GRADUATE TEACHING ASSISTANT

Fall 2016

Georgia Institute of Technology

### CS/Psych 3790 Introduction to Cognitive Science, Dr. Rosa Arriaga

GRADUATE TEACHING ASSISTANT

Fall 2015

Georgia Institute of Technology

### Clarks Scholars Summer Python Bootcamp

OUTREACH

+ Co-created syllabus & lesson plans

Summer 2019

Georgia Institute of Technology

### Tech Camp with Bridge Academy, Zane Cochran

OUTREACH

+ Guided students on “maker” projects

Summer 2016

Georgia Institute of Technology

### WomenSCS Club & SCS4All Club for Promoting Diversity and Understanding in Computing

OUTREACH

+ Taught CS basics to middle schoolers

2013 – 2015

Carnegie Mellon University

### Douglass-DIMACS Computing Corps

OUTREACH

+ Taught CS basics to middle schoolers

2012 – 2013

Rutgers University — New Brunswick

### 198:111 Introduction to Computer Science, Pradip Hari






PEER LEADER FOR RECITATION

Fall 2010





Rutgers University — New Brunswick

## Projects

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

 Story generation	[1, 3–6, 12, 14, 15, 22]	2015 – Present
 Story understanding	[11]	2021 – Present
 D&D as an AI challenge	[2, 9, 10, 13]	2018 – Present
 Conversational agents	[19], See also: Amazon & USC ICT internships	2011, 2017, 2022
 Language learning	[16]	2014

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

 Emotion recognition & affective computing	[8, 17, 20, 21]	2013 – 2015
 Translation	[7]	2015
 Online communities	[18, 23]	2014, 2022
 Augmentative and Alternative Communication (AAC)	In progress.	2022 – Present

## 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] 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, UAE, Dec. 2022.

- [3] P. Ammanabrolu<sup>†</sup>, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin<sup>†</sup>**, and M. O. Riedl. “Story Realization: Expanding Plot Events into Sentences”. In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 34. 5. New York, NY, 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].
- [4] P. Tambwekar<sup>\*</sup>, M. Dhuliawala<sup>\*†</sup>, **L. J. Martin<sup>†</sup>**, A. Mehta, B. Harrison, and M. O. Riedl. “Controllable Neural Story Plot Generation via Reward Shaping”. In: *International Joint Conference on Artificial Intelligence (IJCAI)*. Macao, China, July 2019, pp. 5982–5988. doi: [10.24963/ijcai.2019/829](https://doi.org/10.24963/ijcai.2019/829). arXiv: [1809.10736](https://arxiv.org/abs/1809.10736). URL: <https://www.ijcai.org/proceedings/2019/829>. [17.9% acceptance rate].
- [5] **L. J. Martin<sup>†</sup>**, P. Ammanabrolu, X. Wang, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. “Event Representations for Automated Story Generation with Deep Neural Nets”. In: *AAAI Conference on Artificial Intelligence*. Vol. 32. 1. New Orleans, LA, Feb. 2018, pp. 868–875. doi: [10.5555/3504035.3504141](https://doi.org/10.5555/3504035.3504141). arXiv: [1706.01331](https://arxiv.org/abs/1706.01331). URL: <https://aaai.org/ocs/index.php/AAAI/AAAI18/paper/view/17046>. [24.6% acceptance rate].
- [6] **L. J. Martin<sup>†</sup>**, B. Harrison, and M. O. Riedl. “Improvisational Computational Storytelling in Open Worlds”. In: *International Conference on Interactive Digital Storytelling (ICIDS)*. Ed. by F. Nack and A. Gordon. Vol. 10045. Lecture Notes in Computer Science (LNCS). Los Angeles, CA: Springer International Publishing, Oct. 2016, pp. 73–84. ISBN: 978-3-319-48278-1. doi: [10.1007/978-3-319-48279-8\\_7](https://doi.org/10.1007/978-3-319-48279-8_7). URL: [https://link.springer.com/chapter/10.1007/978-3-319-48279-8\\_7](https://link.springer.com/chapter/10.1007/978-3-319-48279-8_7). [36% acceptance rate].
- [7] **L. J. Martin<sup>†</sup>**, A. Wilkinson<sup>†</sup>, S. S. Miryala, V. Robison, and A. W. Black. “Utterance Classification in Speech-to-Speech Translation for Zero-Resource Languages in the Hospital Administration Domain”. In: *2015 IEEE Workshop on Automatic Speech Recognition and Understanding (ASRU)*. Scottsdale, AZ: IEEE, Dec. 2015, pp. 303–309. doi: [10.1109/ASRU.2015.7404809](https://doi.org/10.1109/ASRU.2015.7404809). URL: <https://ieeexplore.ieee.org/document/7404809>. [47.8% acceptance rate].
- [8] **L. J. Martin<sup>†</sup>**, M. Stone, F. Metze, and J. Mostow. “A Methodology for Using Crowdsourced Data to Measure Uncertainty in Natural Speech”. In: *2014 IEEE Spoken Language Technology Workshop (SLT)*. South Lake Tahoe, NV: IEEE, Dec. 2014, pp. 95–99. doi: [10.1109/SLT.2014.7078556](https://doi.org/10.1109/SLT.2014.7078556). URL: <https://ieeexplore.ieee.org/document/7078556>. [48.6% acceptance rate].

## REFEREED WORKSHOP PAPERS <sup>†</sup> presented

- [9] C. Callison-Burch<sup>†</sup>, 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>.
- [10] S. Papazov<sup>†</sup>, 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>.
- [11] B. Li<sup>†</sup>, **L. J. Martin**, and C. Callison-Burch. “CIS<sup>2</sup>: A Simplified Commonsense Inference Evaluation for Story Prose”. In: *ACL 2022 Workshop on Commonsense Representation and Reasoning (CSRR)*. Virtual/Dublin, Ireland, Mar. 2022. arXiv: [2202.07880](https://arxiv.org/abs/2202.07880). URL: [https://openreview.net/forum?id=Se-xHMYg\\_bc](https://openreview.net/forum?id=Se-xHMYg_bc).
- [12] P. Ammanabrolu<sup>†</sup>, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**, and M. O. Riedl. “Guided Neural Language Generation for Automated Storytelling”. In: *ACL 2019 Second Workshop on Storytelling (StoryNLP)*. Florence, Italy: Association for Computational Linguistics, 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/>.
- [13] **L. J. Martin<sup>†</sup>**, S. Sood, and M. Riedl. “Dungeons and DQNs: Toward Reinforcement Learning Agents that Play Tabletop Roleplaying Games”. In: *Joint AIIDE Workshop on Intelligent Narrative Technologies and Workshop on Intelligent Cinematography and Editing (INT-WICED)*. Ed. by H.-Y. Wu, M. Si, and A. Jhala. Edmonton, AB, Canada: http://ceur-ws.org, Nov. 2018. URL: <http://ceur-ws.org/Vol-2321/paper4.pdf>.
- [14] **L. J. Martin<sup>†</sup>**, P. Ammanabrolu, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. “Event Representations for Automated Story Generation with Deep Neural Nets”. In: *KDD 2017 Workshop on Machine Learning for Creativity*. Halifax, NS, Canada, 2017. URL: <https://arxiv.org/abs/1706.01331v2>. [38% acceptance rate].
- [15] **L. J. Martin<sup>†</sup>**, P. Ammanabrolu, X. Wang, S. Singh, B. Harrison, M. Dhuliawala, P. Tambwekar, A. Mehta, R. Arora, N. Dass, C. Purdy, and M. O. Riedl. “Improvisational Storytelling Agents”. In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: [https://nips2017creativity.github.io/doc/Improvisational\\_Agents.pdf](https://nips2017creativity.github.io/doc/Improvisational_Agents.pdf).
- [16] N. Wolfe<sup>†</sup>, V. V. Vemuri, **L. J. Martin<sup>†</sup>**, F. Metze, and A. W. Black. “Applause: A Learning Tool for Low-Resource Languages”. In: *CHI 2014 Designing Speech and Language Interactions Workshop (DSL)*. Toronto, ON, Canada, Apr. 2014. URL: <http://www.cs.toronto.edu/dsl2014/submissions/applause-chi-paper-photo-ready.pdf>.
- [17] S. Cosentino<sup>†</sup>, S. Burger, **L. J. Martin**, F. Metze, T. Kishi, K. Hashimoto, S. Sessa, M. Zecca, and A. Takanishi. “A multisensory non-invasive system for laughter analysis”. In: *36th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC)*. Chicago, IL, 2014. URL: <https://laramartin.net/pub/EMBC14-Laughter.pdf>.
- [18] S. Moon<sup>†</sup>, S. Potdar, and **L. J. Martin**. “Identifying Student Leaders from MOOC Discussion Forums through Language Influence”. In: *EMNLP 2014 Workshop on Analysis of Large Scale Social Interaction in MOOCs*. Doha, Qatar, Oct. 2014, pp. 15–20. doi: [10.3115/v1/W14-4103](https://doi.org/10.3115/v1/W14-4103). URL: <https://www.aclweb.org/anthology/W14-4103/>.

## OTHER PUBLICATIONS

- [19] 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>.

- [20] 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>.
- [21] 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

- [22] A. Alabdulkarim, W. Li, **L. J. Martin**, and M. O. Riedl. *Goal-Directed Story Generation: Augmenting Generative Language Models with Reinforcement Learning*. 2021. arXiv: [2112.08593](https://arxiv.org/abs/2112.08593). URL: <https://arxiv.org/abs/2112.08593>.

## SUBMITTED

- [23] S. Giorgi, K. Zhao, A. Feng, and **L. J. Martin**. "Author as Character and Narrator: Understanding Moral Judgements of Storytellers within the *r/AmITheAsshole* Reddit Community". In: Submission.

## Institutional Service

### President's Undergraduate Research Awards (PURA)

REVIEWER

### School of Interactive Computing's Prospective Student Visit Week

VOLUNTEER

### School of Interactive Computing Faculty Hiring Committee

MEMBER

### Graduate Student Council

MEMBER

### Human-Centered Computing Website

WEBSITE MANAGER

### School of Interactive Computing's Prospective Student Visit Week

COORDINATOR

Summer 2019

Georgia Institute of Technology

Spring '16, '17, '18

Georgia Institute of Technology

Fall 2018

Georgia Institute of Technology

Fall 2018 – Spring 2019

Georgia Institute of Technology

Fall 2017 – Spring 2019

Georgia Institute of Technology

Spring 2016

Georgia Institute of Technology

## Professional Activities - Presentations

### SUMMARY

9	<b>On-Campus Invited Speaker Presentations</b>	2013 – Present
1	<b>Special Conference Presentations</b>	2019 – Present
2	<b>Guest Lectures</b>	2021 – Present
12	<b>Total Presentations</b>	2013 – Present

### ON-CAMPUS INVITED SPEAKER PRESENTATIONS

#### "Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use"

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

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

PRESENTER – University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar .....	January 25, 2021 Philadelphia, PA/Virtual
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PRESENTER – University of Utah .....	<i>April 20, 2020</i> <i>Salt Lake City, UT/Virtual</i>
<b>“Future of Language Research”</b>	
PANELIST – Georgia Institute of Technology - IPaT Thursday Think Tank .....	<i>February 20, 2020</i> <i>Atlanta, GA</i>
<b>“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”</b>	
PRESENTER – <i>Georgia Tech - Gvu Brown Bag</i> .....	<i>January 23, 2020</i> <i>Atlanta, GA</i>
<b>“A Model of Uncertainty in Language”</b>	
PRESENTER – University of Pennsylvania - REU Site Meeting .....	<i>July 18, 2013</i> <i>Philadelphia, PA</i>

## SPECIAL CONFERENCE PRESENTATIONS

<b>“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”</b>	
Tapia Doctoral Consortium .....	<i>September 18, 2019</i> <i>San Diego, CA</i>
+ <b>Winner of Best Doctoral Consortium Presentation Award.</b>	

## GUEST LECTURES

<b>“Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use”</b>	
University of Pennsylvania - Computational Linguistics Class .....	<i>November 30, 2021</i> <i>Philadelphia, PA/Virtual</i>
<b>“Neurosymbolic Automated Story Generation”</b>	
University of Kentucky - Topics and Artificial Intelligence: Interactive Narrative Seminar .....	<i>April 30, 2021</i> <i>Lexington, KY/Virtual</i>

## **Professional Activities – Conference Organization**

### SUMMARY

2	<b>Organizer</b>	<i>2020 – Present</i>
5	<b>Chair Positions</b>	<i>2018 – Present</i>
22	<b>Program Committee Member/Reviewer</b>	<i>2018 – Present</i>
4	<b>Community-Based Conference Attendee</b>	<i>2013 – Present</i>
33	<b>Total Participation</b>	<i>2013 – Present</i>

### ORGANIZER

<b>3rd Workshop on Narrative Understanding at NAACL 2021</b>	<i>June 11, 2021</i> <i>Virtual</i>
<b>First Workshop on Narrative Understanding, Storylines, and Events (NUSE), Co-Located with ACL 2020</b>	<i>July 9, 2020</i> <i>Virtual</i>

### CHAIR POSITIONS

<b>AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)</b>		<i>October 11-15, 2021</i> <i>Virtual</i>
DOCTORAL CONSORTIUM CHAIR		
<b>International Conference on Natural Language Generation (INLG)</b>		<i>September 20-24, 2021</i> <i>Aberdeen, UK</i>
AREA CHAIR		
<b>AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)</b>		<i>October 19-23, 2020</i> <i>Virtual</i>
PUBLICITY CO-CHAIR		

**AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)**

LOCAL ARRANGEMENTS CHAIR

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

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

*October 8-12, 2019*  
Georgia Institute of Technology,  
Atlanta, GA  
*December 5-8, 2018*  
Dublin, Ireland

PROGRAM COMMITTEE MEMBER

**Conference on Empirical Methods in Natural Language Processing (EMNLP)**

DIALOGUE AND INTERACTIVE SYSTEMS TRACK

*December 7-11, 2022*  
Abu Dhabi, UAE

**AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)**

SOFTWARE TRACK

*October 24-28, 2022*  
Pomona, CA

**ACM Conference on Creativity & Cognition (C&C)**

POSTERS TRACK

*June 20-23, 2022*  
Venice, Italy

**AAAI Conference on Artificial Intelligence (AAAI)**

*February 22-March 1, 2022*  
Virtual

**AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)**

RESEARCH TRACK

*October 11-15, 2021*  
Virtual

**IEEE Conference on Games (CoG)**

NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS

*August 17-20, 2021*  
Copenhagen, Denmark/Virtual

**Interactive Narrative Technologies (INT) Workshop at AIIDE**

*October 19-20, 2020*  
Virtual

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

*September 14, 2020*  
Bugibba, Malta

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

HUMAN FACTORS

*November 19-23, 2019*  
Little Cottonwood Canyon, UT

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

*August 26, 2019*  
San Luis Obispo, CA

**Workshop on Storytelling at ACL**

*August 1, 2019*  
Florence, Italy

**Workshop on Narrative Understanding at NAACL**

*June 7, 2019*

**Knowledge Extraction from Games (KEG) Workshop at AAAI**

Minneapolis, MN  
*January 27, 2019*  
Honolulu, HI

**AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)**

ARTIFACT EVALUATION

*November 13-17, 2018*  
Alberta, Canada

**Workshop on Storytelling at NAACL-HLT**

*June 5, 2018*  
New Orleans, LA

JOURNAL REVIEWER

*2020* **IEEE Transactions on Audio, Speech and Language Processing**  
*2020* **ACM Computing Surveys (CSUR)**  
*2021* **Springer Nature**

ACL ROLLING REVIEW

*October 2022* **Reviewer**  
*July 2022* **Reviewer**  
*April 2022* **Reviewer**  
*January 2022* **Reviewer**



## COMMUNITY-BASED CONFERENCE ATTENDANCE

September 18-21, 2019	ACM Richard Tapia Celebration of Diversity in Computing
April 15-16, 2016	CRA-Women Graduate Cohort Workshop
October 2-5, 2013	Anita Borg Institute's Grace Hopper Celebration
August 16-17, 2013	CRA STARS Alliance Celebration

## Mentorship

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### OUTREACH

#### Mark McGovern

OUT IN TECH U'S MENTORSHIP PROGRAM

Summer 2022

### UNIVERSITY OF PENNSYLVANIA

#### Malathy Nagalakshmi

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022 – Present

#### River Yijang Dong

BS MATHEMATICS

Summer 2022 – Present

#### Manni Arora

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022

#### Pooja Dattatri

MS COMPUTER AND INFORMATION SCIENCE

Summer 2022

#### Tim Dong

BS AT WASHINGTON UNIVERSITY IN ST. LOUIS

Summer 2022

#### Alexander Feng

MSE DATA SCIENCE

Summer 2022

#### Salvatore Giorgi

PHD COMPUTER AND INFORMATION SCIENCE

Summer 2022

#### Ke “Coco” Zhao

BA COGNITIVE SCIENCE & COMPUTER SCIENCE → SDE AT AMAZON

Summer 2022

#### Bryan Li

PHD COMPUTER AND INFORMATION SCIENCE

Spring 2021 – Spring 2022

#### Anna Orosz

MSE DATA SCIENCE → MACHINE LEARNING ENGINEER AT LINKEDIN

Spring 2021 – Fall 2021

#### Sanjeevini Ganni

MSE DATA SCIENCE → SDE AT AMAZON

Fall 2020 – Spring 2021

### GEORGIA INSTITUTE OF TECHNOLOGY

#### Siyan “Sylvia” Li

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

Spring 2020 – Fall 2020

#### Sruthi Sudhakar

BS COMPUTER SCIENCE

Spring 2020

#### Kimberly Caras

MS COMPUTER SCIENCE → D&A MODELER AT KPMG DIGITAL LIGHTHOUSE

Spring 2020

#### Winston Li

BS COMPUTER SCIENCE

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

## Media Coverage

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