

Mark Owen Riedl

Assistant Professor

School of Interactive Computing
College of Computing
Georgia Institute of Technology
Atlanta, GA 30332-0760, USA

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Educational Background

Ph.D.	2004	North Carolina State University	<i>Computer Science</i>
M.S.	2001	North Carolina State University	<i>Computer Science</i>
B.S.	1999	North Carolina State University	<i>Computer Science</i>

Professional Employment History

Assistant Professor	School of Interactive Computing Georgia Institute of Technology	<i>2007-present</i>
Research Scientist	Institute for Creative Technologies University of Southern California	<i>2004-2007</i>

Current Fields of Interest

Artificial Intelligence
Computational Models of Narrative
Narrative and Story Generation
Intelligent Control of Interactive Virtual Storytelling Environments
Virtual Cinematography
Intelligent Virtual Agents
Intelligent User Interfaces
Game AI
Discourse Processing

I. Teaching

A. Courses Taught

Georgia Institute of Technology

Term	Course	Comments
Fall 2009	CS 8803 Intelligent Storytelling in Virtual Worlds	
Spring 2009	CS 3600 Introduction to Artificial Intelligence	
Fall 2008	CS 4731/CS 8803 (GAI) Game Artificial Intelligence	Joint undergrad/grad

North Carolina State University

Term	Course	Comments
Summer 2002	CSC 116 Introduction to Programming, Java	

B. Curriculum Development

CS 8803 Intelligent Storytelling in Virtual Worlds: Storytelling is a fundamental part of our lives as humans. Storytelling is prevalent in computer games, movies, novels, and everyday interpersonal communication. Further, narrative is a fundamental mode of cognitive understanding and explanation of the world we observe. It makes sense to build intelligent systems that can represent and reason about narrative. This class surveys the relevant literature from cognitive science, psychology, narratology, media studies, and artificial intelligence. This course challenges students to make the interdisciplinary leap from narrative studies to computer science team projects.

CS 4731 Game AI: Based on the course taught previously by Charles Isbell. The course explores the role of artificial intelligence in computer games and other entertainment computing applications as envisioned for the future. The goal is not to teach students how AI is used in the current generation of games, but to explore the way academic AI can possibly be used to create entertaining experiences. The course is being redesigned to incorporate rigorous game and artificial intelligence programming projects, roughly based on the learning-through-design philosophy used at the Carnegie Mellon Entertainment Technology Center.

CS 3600 Introduction to Intelligent Systems: Working with other faculty who have taught it in the past and will teach it in the future to restructure the course topics to be more relevant to the Intelligence Thread.

C. Individual Student Guidance

Post-Doctoral Fellows

James Niehaus (CoC)
Fall 2008-present
Publications: *D.2.(1)*
Story generation

Ph.D. Students Supervised

Brian O'Neill (CoC)
Fall 2008-present

Publications: *D.3.(1), D.3.(2)*
Intelligent story authoring support

Ph.D. Special Problems students

Brian O'Neill (CoC)
Summer 2008
Intelligent story authoring support

Neha Sugandh (CoC)
Summer 2008
Publications: *D.2.(2)*
Story generation

Master's students

Darren Scott Appling (CoC)
Spring 2008-present
Publications: *D.3.(4)*
Discourse generation

Adam Fitzgerald (CoC)
Fall 2008-present
Interactive storytelling

Gurlal Kahlon (CoC)
Spring 2009
Cognitive modeling

Ankur Aggarwal (CoC)
Fall 2008
Cognitive modeling

Undergraduates

John Munro (CoC)
Summer 2008-present
Interactive storytelling and believable agents

Beth Daihl (CM)
Spring 2009-present
Emotion in games

Chris Henderson (CM)
Fall 2008
Massively Multiplayer Online Role-playing games

Lori Kumar (CoC)
Fall 2008
Interactive storytelling

Sam Rickles (CM)
Summer 2008
Interactive entertainment

Other students

Jan Gillezen M.S. Industrial Design, Eindhoven University of Technology

Fall 2008-present

Publications: *D.4.(1)*

Autism intervention

D. Teaching Honors and Awards

None

II. Research and Creative Scholarship

A. Theses

Ph.D. Thesis

Title: *Story Generation: Balancing Plot and Character*
Date Completed: *September 2004*
Advisor: *R. Michael Young*
University: *North Carolina State University*

M.S. Thesis

Title: *A Computational Model of Navigation in Social Environments*
Date Completed: *May 2001*
Advisor: *Robert St. Amant*
University: *North Carolina State University*

B. Published Journal Papers

- [1] Mark O. Riedl, Andrew Stern, Don M. Dini, and Jason M. Alderman. Dynamic Experience Management in Virtual Worlds for Entertainment, Education, and Training. *International Transactions on System Science and Applications, Special Issue on Agent Based Systems for Human Learning and Entertainment*, 4(2), 2008.
- [2] Mark O. Riedl and R. Michael Young. From Linear Story Generation to Branching Story Graphs. *IEEE Journal of Computer Graphics and Animation*, 26(3):23–31, 2006.
- [3] Mark O. Riedl and R. Michael Young. Story Planning as Exploratory Creativity: Techniques for Expanding the Narrative Search Space. *New Generation Computing*, 24(3):303–323, 2006.
- [4] R. Michael Young, Mark O. Riedl, Mark Branly, Arnav Jhala, R.J. Martin, and C.J. Saretto. An Architecture for Integrating Plan-Based Behavior Generation with Interactive Game Environments. *Journal of Game Development*, 1:51–70, 2004.
- [5] Robert St. Amant and Mark O. Riedl. A Perception/Action Substrate for Cognitive Modeling in HCI. *International Journal of Human-Computer Studies*, 55(1):15–39, 2000.

C. Edited Proceedings

- C.0.1 *Intelligent Narrative Technologies: Papers from the 2007 Fall Symposium*, December 2007. With Brian S. Magerko. Palo Alto, CA: AAAI Press.
- C.0.2 *Proceedings of the 13th International Conference on Artificial Intelligence in Education (AIED) Workshop on Narrative Learning Environments*, July 2007. With Isabel Machado Alexandre, Ana Paiva, Brian S. Magerko, and H. Chad Lane.

D. Conference Presentations

D.1. Invited Keynote Addresses

None.

D.2. Conference Presentations with Proceedings (refereed and archived)

- [1] James Niehaus and Mark O. Riedl. Toward scenario adaptation for learning. In *Proceedings of the 14th International Conference on Artificial Intelligence in Education (AIED)*, 2009.
- [2] Mark O. Riedl and Neha Sugandh. Story Planning with Vignettes: Toward Overcoming the Content Production Bottleneck. In *Proceedings of the 1st Joint International Conference on Interactive Digital Storytelling*, 2008.
- [3] David Roberts, Charles Isbell, Mark O. Riedl, and Merrick Furst. Computational Models of Influence for Interactive Experiences. In *Proceedings of the 1st Joint International Conference on Interactive Digital Storytelling*, 2008.
- [4] Mei Si, Stacy Marsella, and Mark O. Riedl. Integrating Plot-Centric and Character-Centric Processes for Authoring Interactive Drama. In *Proceedings of the 4th Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*, 2008.
- [5] Mark O. Riedl, Jonathan P. Rowe, and David K. Elson. Toward Intelligent Support of Authoring Machinima Media Content: Story and Visualization. In *Proceedings of the 2nd International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN)*, 2008.
- [6] David K. Elson and Mark O. Riedl. A Lightweight Intelligent Virtual Cinematography System for Machinima Production. In *Proceedings of the 3rd Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*, 2007.
- [7] Mark O. Riedl and Andrew Stern. Believable Agents and Intelligent Story Adaptation for Interactive Storytelling. In *Proceedings of the 3rd International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE)*, 2006.
- [8] Mark O. Riedl and Andrew Stern. Failing Believably: Toward Strong Autonomy and Strong Story in Interactive Narratives. In *Proceedings of the 3rd International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE)*, 2006.
- [9] Mark O. Riedl and Andrew Stern. Believable Agents and Intelligent Scenario Direction for Social and Cultural Leadership Training. In *Proceedings of the 15th Conference on Behavior Representation in Modeling and Simulation (BRIMS)*, 2006.
- [10] Mark O. Riedl and R. Michael Young. An Objective Character Believability Evaluation Procedure for Multi-Agent Story Generation Systems. In *Proceedings of the 5th International Conference on Intelligent Virtual Agents (IVA)*, 2005.
- [11] Mark O. Riedl and R. Michael Young. Open-World Planning for Story Generation. In *Proceedings of the 19th International Joint Conference on Artificial Intelligence (IJCAI)*, 2005.
- [12] Mark O. Riedl and R. Michael Young. From Linear Story Generation to Branching Story Graphs. In *Proceedings of the 1st Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*, 2005.
- [13] Robert St. Amant and Mark O. Riedl. Image Processing in Cognitive Models with SegMan. In *Proceedings of the 11th International Conference on Human-Computer Interaction (HCI)*, 2005.
- [14] Michael van Lent, Mark O. Riedl, Paul Carpenter, Ryan McAlinden, and Paul Brobst. Increasing Replayability with Deliberative and Reactive Planning. In *Proceedings of the 1st Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*, 2005.
- [15] R. Michael Young and Mark O. Riedl. Integrating Plan-Based Behavior Generation with Game Environments. In *Proceedings of the 2nd International Conference on Advances in Computer Entertainment Technology (ACE)*, 2005.

- [16] Mark O. Riedl and R. Michael Young. A Planning Approach to Story Generation for History Education. In *Proceedings of the 3rd International Conference on Narrative and Interactive Learning Environments (NILE)*, 2004.
- [17] Mark O. Riedl and R. Michael Young. An Intent-Driven Planner for Multi-Agent Story Generation. In *Proceedings of the 3rd International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*, 2004.
- [18] Mark O. Riedl, C.J. Saretto, and R. Michael Young. Managing Interaction between Users and Agents in a Multi-Agent Storytelling Environment. In *Proceedings of the 2nd International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*, 2003.
- [19] Mark O. Riedl and Robert St. Amant. Social Navigation: Modeling, Simulation, and Experimentation. In *Proceedings of the 2nd International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*, 2003.
- [20] Mark O. Riedl and Robert St. Amant. Towards Automated Exploration of Interactive Systems. In *Proceedings of the 7th International Conference on Intelligent User Interfaces (IUI)*, 2002.
- [21] Mark O. Riedl. A Computational Model and Classification Framework for Social Navigation. In *Proceedings of the 6th International Conference on Intelligent User Interfaces (IUI)*, 2001.
- [22] Robert St. Amant, Christopher G. Healey, Mark O. Riedl, Sarat Kocherlakota, David A. Pogram, and Mika Torhola. Intelligent Visualization in a Planning Simulation. In *Proceedings of the 6th International Conference on Intelligent User Interfaces (IUI)*, 2001.

D.3. Workshop and Symposia Presentations with Proceedings (refereed)

- [1] Brian O'Neill and Mark O. Riedl. Towards intelligent authoring tools for machinima creation. In *Proceedings of the 27th CHI Conference, Works in Progress Track*, 2009.
- [2] Mark O. Riedl and Brian O'Neill. Computer as audience: A strategy for artificial intelligence support of human creativity. In *Proceedings of the 2009 CHI Workshop on Computational Creativity Support*, 2009.
- [3] Mark O. Riedl. Incorporating authorial intent into generative narrative systems. In Sandy Louchart, David Roberts, and Manish Mehta, editors, *Intelligent Narrative Technologies II: Papers from the 2009 Spring Symposium*, Palo Alto, CA, 2009. AAAI Press.
- [4] D. Scott Appling and Mark O. Riedl. The role of plot understanding in plot generation. In Sandy Louchart, David Roberts, and Manish Mehta, editors, *Intelligent Narrative Technologies II: Papers from the 2009 Spring Symposium*, Palo Alto, CA, 2009. AAAI Press.
- [5] Mark O. Riedl. Vignette-Based Story Planning: Creativity Through Exploration and Retrieval. In *Proceedings of the 5th International Joint Workshop on Computational Creativity*, 2008.
- [6] Brian S. Magerko and Mark O. Riedl. What Happens Next?: Toward an Empirical Investigation of Improvisational Theatre. In *Proceedings of the 5th International Joint Workshop on Computational Creativity*, 2008.
- [7] Mei Si, Stacy Marsella, and Mark O. Riedl. Interactive Drama Authoring with Plot and Character: An Intelligent System that Fosters Creativity. In Dan Ventura, Mary Lou Maher, and Simon Colton, editors, *Creative Intelligent Systems: Papers from the 2008 Spring Symposium*, Palo Alto, CA, 2008. AAAI Press.

- [8] Mark O. Riedl and Carlos León. Toward Vignette-Based Story Generation for Drama Management Systems. In *Proceedings of the 2nd International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN), Workshop on Integrating Technologies for Interactive Stories*, 2008.
- [9] Mark O. Riedl and R. Michael Young. Story Planning as Exploratory Creativity: Techniques for Expanding the Narrative Search Space. In *Proceedings of the 19th International Joint Conference on Artificial Intelligence (IJCAI) Workshop on Computational Creativity*, 2005.
- [10] Mark O. Riedl. Towards Integrating AI Story Controllers and Game Engines: Reconciling World State Representations. In *Proceedings of the 19th International Joint Conference on Artificial Intelligence (IJCAI) Workshop on Reasoning, Representation, and Learning in Computer Games*, 2005.
- [11] Mark O. Riedl, H. Chad Lane, Randall Hill, and William Swartout. Automated Story Direction and Intelligent Tutoring: Towards a Unifying Architecture. In *Proceedings of the 13th International Conference on Artificial Intelligence in Education (AIED) Workshop on Narrative Learning Environments*, 2005.
- [12] David B. Christian, Mark O. Riedl, and R. Michael Young. Conversation Starters: Using Spatial Context to Initiate Dialogue in First Person Perspective Games. In Ken Forbus and Magy Seif El-Nasr, editors, *Artificial Intelligence and Interactive Entertainment: Papers from the 2002 Spring Symposium (Technical Report SS-02-01)*, Palo Alto, CA, 2002. AAAI Press.
- [13] David A. Pogram, Robert St. Amant, and Mark O. Riedl. An Approach to Visual Interaction in Mixed-Initiative Planning. In *Proceedings of the 1999 AAAI Mixed-Initiative Intelligence Workshop*, 1999.

D.4. Conference Presentations with Proceedings (abstract refereed)

- [1] Jan Gillesen, Rosa Ariaga, and Mark O. Riedl. Towards designing an interactive and intelligent tool for social skill development of individuals with hfa. In *Proceedings of the 2009 Annual Meeting for Autism Research (IMFAR)*, 2009.
- [2] Mark O. Riedl. Computationally Creative Search for Stories. In *Proceedings of the 3rd International Conference on Design Computing and Cognition (DCC)*, 2008.
- [3] Mark O. Riedl and R. Michael Young. Character-Focused Narrative Planning for Execution in Virtual Worlds. In *Proceedings of the 2nd International Conference on Virtual Storytelling (ICVS)*, 2003.

D.5. Refereed Demos

- [1] Mark O. Riedl, Andrew Stern, and Don Dini. Mixing Story and Simulation in Interactive Narrative. In *Proceedings of the 2nd Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*, 2006.

D.6. Conference Presentations without Proceedings (abstract refereed)

- [1] David L. Roberts, Mark O. Riedl, and Charles L. Isbell. Opportunities for Machine Learning to Impact Interactive Narrative. In *Proceedings of the 21st Annual Conference on Neural Information Processing Systems, Workshop on Machine Learning and Games (MALAGA)*, 2007.

- [2] Mark O. Riedl. Emergent and Guided Narrative for Training and Education in Virtual Worlds. In *League of World 3: Annual Colloquium on Online Simulations, Role-Playing, and Virtual Worlds*, 2006.

D.7. Invited Workshop and Conference Presentations

- [1] Mark O. Riedl. Intelligent narrative computing: Creativity, sense-making, and engagement. In *3rd International Colloquium in Creativity, Cognition, and Computers*, México City, México, 2008. Universidad Autónoma Metropolitana, Cuajimalpa, México City.
- [2] Mark O. Riedl. Emergent and Guided Narrative for Training and Education in Virtual Worlds. In *Air Force Research Lab Workshop on Storytelling as an Instructional Method: In Search of Theoretical and Empirical Foundations*, 2006.
- [3] Mark O. Riedl. Fabulist and Automated Story Director in the Little Red Riding Hood Domain. In *TIDSE 2006 Pre-Conference Demo Workshop on the Authoring Process in Interactive Storytelling*, 2006.

D.8. Invited Talks

- D.8.1 *IT University of Copenhagen, Denmark*, 2008. “Intelligent Narrative Computing: Creativity, Sense-Making, and Engagement.”
- D.8.2 *Georgia Institute of Technology, GVU Center, Brownbag Talk*, 2008. “Intelligent Narrative Computing: Creativity, Sense-Making, and Engagement.”
- D.8.3 *TCS Innovation Labs Workshop on Virtual Reality and its Applications to Enterprises, TCS Innovation Labs, Delhi, India*, 2008. “Intelligent Experience Management for Virtual Worlds.”
- D.8.4 *University of Southern California, School of Occupational Therapy*, 2007. “Artificial Intelligence and Narrative.”
- D.8.5 *University of Southern California, Department of Computer Science*, 2007. “Narrative Generation and Interactive Storytelling.”
- D.8.6 *University of North Carolina, Charlotte*, 2006. “Narrative Generation and Interactive Storytelling.”
- D.8.7 *Institute for Creative Technologies, Believable Characters Workshop*, 2006. “Automated Story Generation: Balancing Plot and Character.”
- D.8.8 *Institute for Creative Technologies, Workshop on Intelligent Tutoring in Serious Games*, 2006. “Emergent and Guided Narrative for Training and Education in Virtual Worlds.”
- D.8.9 *Charles River Analytics, Cambridge, Massachusetts*, 2006. “Narrative Generation for Interactive Storytelling.”

D.9. Invited Panels

- D.9.1 *The 2nd International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN)*, 2008. Panel title: “Issues in Narrative and Story for Interactive Entertainment.”
Chair.

D.9.2 *3rd International Colloquium in Creativity, Cognition and Computers, Universidad Autónoma Metropolitana, México City, México*, 2008. Panel Title: “Computer Models of Narrative Improvisation.” **Panelist.**

D.9.3 *Joint Advances in Distance Learning Co-Lab Implementation Fest*, 2005. “Panel on AI and Storytelling.” **Panelist.**

E. Other

E.0.1 **Invited Demo:** *TIDSE’06 Little Red Cap Demo Workshop: The Authoring Process in Interactive Storytelling*, 2006. “Little Red Riding Hood: Automated Story Authoring for Interactive Storytelling Systems.”

E.1. Technical Reports

- [1] Mark O. Riedl. Equivalence between Narrative Mediation and Branching Story Graphs (Technical Report TR04-004). Technical report, Liquid Narrative Group, Department of Computer Science, North Carolina State University, 2004.
- [2] Mark O. Riedl. Actor Conference: Character-Focused Narrative Planning (Technical Report TR03-00). Technical report, Liquid Narrative Group, Department of Computer Science, North Carolina State University, 2003.

E.2. Software

- E.2.1 *Cambot*. A prototype intelligent system for automatically controlling a camera and animated avatars in a virtual world in order to cinematically aesthetically shoot a script.
- E.2.2 *Automated Story Director*. A framework for developing interactive narratives for entertainment, education, or training. An interactive narrative system manipulates computer-controlled characters in a virtual world in order to coerce a user’s interactive experience to conform to a set of aesthetic or pedagogical parameters. The framework is manifested in two prototype systems: *IN-TALE* (Interactive Narrative Tacit Adaptive Leader Experience), a military leadership training system, and an entertainment application roughly based on the story of Little Red Riding Hood.
- E.2.3 *Fabulist*. A story generation system. *Fabulist* implements the *IPOCL* plot generation algorithm that reasons about character believability and logical causal progression during content generation. *Fabulist* integrates the *IPOCL* plot generation algorithm with a discourse planner and a template-based natural language generator.

F. Research Proposals and Grants (Principal Investigator)

F.1.1 Mixed Initiative Machinima Authoring

Sponsor: GVU Innovation Grant

Investigator(s): Mark O. Riedl and Michael Nitsche (co-PIs)

Amount: \$20,000 over 1 year

Submitted: July 2008

Period of performance: August 2008 – July 2009

F.1.2 Scenario Adaptation for Accelerated Continuous Learning

Sponsor: U.S. Army Research, Development and Engineering Command – Simulation and Training Technology Center (RDECOM-STTC)

Investigator(s): Mark O. Riedl (PI)
Amount: \$125,000 over 1 year
Submitted: May 2008
Period of performance: August 2008 – July 2009

F.1.3 **Automated Story Director**

Sponsor: U.S. Army RDECOM (ICT Internal Grant)
Investigator(s): Mark O. Riedl (PI)
Amount: ~\$700,000
Submitted: June 2005
Period of performance: November 2005 – December 2007

G. Research Proposals and Grants (Contributor)

G.1.1 **Collaborative Research: Modeling Creative and Emotive Improvisation in Theatre Performance**

Sponsor: National Science Foundation, Creative-IT Program
Investigator(s): Brian Magerko (PI) with Mark O. Riedl and Celia Pearce (co-PIs)
Amount: \$394614 to Georgia Tech, including REU supplement (August 2008)
Submitted: September 2007
Period of performance: July 2008 – June 2011

G.1.2 **Multimedia Interactive Story Telling (MIST)**

Sponsor: U.S. Army RDECOM (Presidential Plus-up, ICT Internal Grant)
Investigator(s): James Korris (PI) with Mark O. Riedl
Amount: ~\$173,000
Submitted: April 2006
Period of performance: May 2006 – November 2007 (Mark O. Riedl assumed project leadership in October 2006)

G.1.3 **Rapid Training Development for Adaptive Leaders**

Sponsor: U.S. Army RDECOM (ICT Internal Grant)
Investigator(s): Randall Hill (PI) with Andrew Gordon and Mark O. Riedl (co-PIs)
Amount: ~\$900,000
Submitted: June 2004
Period of performance: September 2004 – November 2005

H. Research Honors and Awards

- **Best Paper Award**, Mark O. Riedl and Jonathan P. Rowe and David K. Elson (2008). Toward Intelligent Support of Authoring Machinima Media Content: Story and Visualization. Proceedings of the 2nd International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN).
- **Best Paper Award**, Mark O. Riedl and Andrew Stern (2006). Believable Agents and Intelligent Story Adaptation for Interactive Storytelling. Proceedings of the 3rd International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE).
- **Best Paper Award**, Mark O. Riedl and Andrew Stern (2006). Believable Agents and Intelligent Scenario Direction for Social and Cultural Leadership Training. Proceedings of the 15th Conference on Behavior Representation in Modeling and Simulation (BRIMS).

III. Service

A. Professional Activities

A.1. Memberships and Activities in Professional Societies

- Association for Computing Machinery (ACM), Special Interest Group SIGART
- American Association for Artificial Intelligence (AAAI)
- Narrative and Learning Environments, Special Interest Group of the European Community Kaleidoscope Network of Excellence

A.2. Journal Reviewing Activities

- **Reviewer**, AI Magazine, Special Issue on Computational Creativity, 2009
- **Reviewer**, IEEE Transactions on Computational Intelligence and AI in Games, 2009
- **Reviewer**, IEEE Transactions of Visualization and Computer Graphics, 2007
- **Reviewer**, Connection Sciences, 2007
- **Reviewer**, Journal of Virtual Reality and Broadcasting, 2006
- **Reviewer**, New Generation Computing, 2006
- **Reviewer**, IEEE Journal of Computer Graphics and Animations, 2006

A.3. Conference Committee Activities

- **Senior Advisor**, AAAI Spring Symposium on Interactive Narrative Technologies II, 2009.
- **Co-chair**, AAAI Fall Symposium on Interactive Narrative Technologies, 2007.
- **Chair**, International Conference on Artificial Intelligence in Education (AIED) Workshop on Narrative Learning Environments, 2007.
- **Organizing Committee**, International Conference on Intelligent Virtual Agents (IVA), 2006.
- **Organizing Committee**, International Conference on Automated Planning and Scheduling (ICAPS) Workshop on AI Planning for Computer Games and Synthetic Characters, 2006.
- **Program Committee**, IJCAI AI Video Competition, 2009.
- **Program Committee**, National Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE), 2006, 2007, 2008, 2009.
- **Reviewer**, International Conference on the Foundations of Digital Games (formerly the Conference on Game Development in Computer Science Education), 2009.
- **Program Committee**, International Conference on AI and Education (AIED), Workshop on Educational Games, 2009.
- **Program Committee**, International Conference on Intelligent Virtual Agents (IVA), 2006, 2007, 2008, 2009.
- **Program Committee**, International Joint Conference on Autonomous Agents and Multi Agent Systems (AAMAS), 2008, 2009.

- **Program Committee**, International Conference on Intelligent User Interfaces, 2009.
- **Reviewer**, International Conference on Human Factors in Computing Systems (CHI), 2001, 2009.
- **Program Committee**, International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN), 2008, 2009.
- **Program Committee**, Joint International Conference on Interactive Digital Storytelling (formerly TIDSE and ICVS), 2008, 2009.
- **Program Committee**, International Joint Workshop on Computational Creativity, 2008.
- **Program Committee**, European Conference on Artificial Intelligence (ECAI), Workshop on Integrating Embodied Conversational Agents with Speech and Advanced Dialogue Modeling, 2008.
- **Reviewer**, SIGGRAPH, 2008.
- **Program Committee**, Australasian Conference on Interactive Entertainment (IE), 2005, 2006, 2007, 2008.
- **Program Committee**, Annual Conference of the Florida Artificial Intelligence Research Society (FLAIRS), 2008.
- **Program Committee**, International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN) Workshop on Integrating Technologies for Interactive Stories (ITIS), 2008.
- **Program Committee**, International Conference on Virtual Storytelling, (ICVS), 2007.
- **Program Committee**, National Conference on Artificial Intelligence (AAAI), 2006, 2007.
- **Program Committee**, Workshop on Agent Based Systems for Human Learning and Entertainment (ABSHLE), 2007.
- **Reviewer**, International Joint Conference on Artificial Intelligence (IJCAI), 2007.
- **Program Committee**, Annual Simulation Symposium, 2006.
- **Program Committee**, International Conference on Entertainment Computing (ICEC), 2006.
- **Reviewer**, International Conference on Advances in Computer Entertainment Technology (ACE), 2006.
- **Reviewer**, Annual ACM Symposium on User Interface Software and Technology (UIST), 2004.

B. On-Campus Georgia Tech Committees

1. Member, Computational Media Curriculum Committee, 2008–present.
2. Member, Interactive Computing and CoC Award Committees, 2008–present.
3. Member, HCC PhD Admissions Committee, 2008–present.

C. Member of Ph.D. Examining Committees

1. David Roberts, School of Interactive Computing, Georgia Tech, Expected 2009.
Thesis Title: TBD
Principal Advisor: Charles Isbell
2. Manish Mehta, School of Interactive Computing, Georgia Tech, Expected 2010.
Thesis Title: TBD
Principal Advisor: Ashwin Ram
3. Mei Si, Department of Computer Science, University of Southern California, Expected 2009.
Thesis Title: TBD
Principal Advisor: Stacy Marsella
4. Federico Peinado, Universidad Complutense de Madrid, Fall 2008.
Thesis Title: Un Armazón para el Desarrollo de Aplicaciones de Narración Automática basado en Componentes Ontológicos Reutilizables
Principal Advisor: Pablo Gervas (Note: Backup examiner)
5. Shumin Wu, Department of Computer Science, University of Southern California, Spring 2007.
Thesis Title: Reducing Unproductive Learning Activities in Serious Games for Second Language Acquisition
Principal Advisor: Lewis Johnson

D. Ph.D. Qualifying Exams

1. Maithilee Kunda, College of Computing, Georgia Tech., Fall 2008.
Principal Advisor: Ashok Goel.
2. Michael Helms, College of Computing, Georgia Tech., Fall 2008.
Principal Advisor: Ashok Goel.

E. Consulting

- *Intelligent Systems Technology, Inc.* Storytelling-inspired, game-based simulation framework for human social and cultural behavior modeling, 2008.

IV. National and International Professional Recognition

A. Invited Conference Session Chair

1. AAAI Spring Symposium on Intelligent Narrative Technologies II, 2009.
2. Joint International Conference on Interactive Digital Storytelling (formerly TIDSE and ICVS), 2008.
3. International Conference on Intelligent Technologies for Interactive Entertainment (INTE-TAIN), 2008.
4. International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE), 2006.
5. International Conference on Intelligent Virtual Agents (IVA), 2006.

V. Other Contributions

None.