

RACHEL FARRELL

Narrative Intelligence Lab | Department of Computer Science | University of New Orleans
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INTERESTS

- Artificial Intelligence
- Interactive Narrative
- Automated Planning
- Narrative Theory
- Game Design
- Computational Cognitive Science
- Intelligent Agents
- Formal Logic
- Natural Language Processing
- Computational Creativity

PROFESSIONAL EXPERIENCE

- Fall 2015 - Present Research Assistant, *Narrative Intelligence Lab*, Dept. of Computer Science, University of New Orleans, New Orleans, LA
- Fall 2014 - Summer 2015 Research Assistant, *Greater New Orleans Center for Information Assurance*, Dept. of Computer Science, University of New Orleans, New Orleans, LA
- Summer 2011 – Fall 2011 Assistant Network Administrator, Department of Computer Science, University of Mississippi, Oxford, MS
- Fall 2010 - Spring 2011 Teaching Assistant, Department of Computer Science, University of Mississippi, Oxford, MS

EDUCATION

- Spring 2017 – Expected: 2020 *Doctor of Philosophy in Computer Science*
New Orleans, LA, University of New Orleans
- Fall 2014 - Spring 2017 Master of Science in Computer Science
New Orleans, LA, University of New Orleans
- Thesis: *Predicting User Choices in Interactive Narratives using Indexter's Pairwise Event Saliency Hypothesis*
 - Advisor: Professor Stephen G. Ware
- Fall 2008 - Spring 2012 Bachelor of Science in Computer Science
Oxford, MS, University of Mississippi
- Summa Cum Laude
 - Minor in Linguistics

PUBLICATIONS

Manuscripts are available at: <https://nil.cs.uno.edu/people/rfarrell>

JOURNAL PUBLICATIONS

Rachelyn Farrell, Stephen G. Ware, and Lewis J. Baker. "Manipulating Narrative Salience in Interactive Stories using Indexter". In *IEEE Transactions on Games*. (Forthcoming)

CONFERENCE PUBLICATIONS

Alireza Shirvani, Rachelyn Farrell, and Stephen G. Ware. "Combining Intentionality and Belief: Revisiting Believable Character Plans". In *Proceedings of the 14th AAAI International Conference on Artificial Intelligence and Interactive Digital Entertainment*, pp. 222-228, 2018. (full paper presented as poster) 50% acceptance rate

Alireza Shirvani, Stephen G. Ware, and Rachelyn Farrell. "A Possible Worlds Model of Belief for State-Space Narrative Planning". In *Proceedings of the 13th AAAI International Conference on Artificial Intelligence and Interactive Digital Entertainment*, pp. 101-107, 2017. (full paper) 25% acceptance rate

Rachelyn Farrell and Stephen G. Ware. "Causal Link Semantics for Narrative Planning using Numeric Fluents". In *Proceedings of the 13th AAAI International Conference on Artificial Intelligence and Interactive Digital Entertainment*, pp. 193-199, 2017. (full paper presented as poster) 50% acceptance rate

Rachelyn Farrell and Stephen G. Ware. "Influencing User Choices in Interactive Narratives using Indexter's Pairwise Event Salience Hypothesis". In *Proceedings of the 13th International Conference on Artificial Intelligence and Interactive Digital Entertainment*, pp. 37-42, 2017. (full paper) 25% acceptance rate.

Rachelyn Farrell and Stephen G. Ware. "Predicting User Choices in Interactive Narratives using Indexter's Pairwise Event Salience Hypothesis". In *Proceedings of the 9th International Conference on Interactive Digital Storytelling*, pp. 147-155, 2016. (full paper) 36% acceptance rate

Rachelyn Farrell, Scott Robertson, and Stephen G. Ware. "Asking Hypothetical Questions about Stories using QUEST". In *Proceedings of the 9th International Conference on Interactive Digital Storytelling*, pp. 136-146, 2016. (full paper) 36% acceptance rate

Rachelyn Farrell and Stephen G. Ware. "Fast and Diverse Narrative Planning through Novelty Pruning". In *Proceedings of the 12th International Conference on Artificial Intelligence and Interactive Digital Entertainment*, pp. 37-43, 2016. (full paper) 28% acceptance rate

REFEREED DEMONSTRATIONS

Ben Samuel, Aaron Reed, Emily Short, Samantha Heck, Barrie Robison, Landon Wright, Terence Soule, Mike Treanor, Joshua McCoy, Anne Sullivan, Alireza Shirvani, Edward T. Garcia, Rachelyn Farrell, Stephen Ware, Katherine Compton. "Playable Experiences at AIIDE 2018". In *Proceedings of the 14th AAAI International Conference on Artificial Intelligence and Interactive Digital Entertainment*, pp. 275-280, 2018.

REFEREED WORKSHOP AND CONSORTIUM PAPERS

Rachelyn Farrell. "Experience Management with Beliefs, Desires, and Intentions for Virtual Agents". In *Proceedings of the 14th AAAI International Conference on Artificial Intelligence and Interactive Digital Entertainment*, pp. 290-292, 2018. (doctoral consortium paper)

TEACHING EXPERIENCE

September 2018	Guest Lecture: <i>Play Schemas</i> CSCI 4670/5670: Fundamentals of Game Development University of New Orleans, Dept. of Computer Science
March 2016	Guest Lecture: <i>Lisp Programming</i> CSCI 4525/5525: Introduction to Artificial Intelligence University of New Orleans, Dept. of Computer Science
January 2016	Guest Lecture: <i>Adversarial Search</i> CSCI 4525/5525: Introduction to Artificial Intelligence University of New Orleans, Dept. of Computer Science
Fall 2010 – Spring 2011	Lab Instructor CSCI 112: Java Programming 2 University of Mississippi, Dept. of Computer Science

AWARDS AND HONORS

Fall 2014	Privateer Graduate Scholarship Award University of New Orleans
Spring 2012	Outstanding Computer and Information Science Senior Award University of Mississippi, Dept. of Computer Science
Spring 2011	Outstanding Computer and Information Science Junior Award University of Mississippi, Dept. of Computer Science
Fall 2009	Computer Science Fall 2009 SAP Scholarship Award University of Mississippi, Dept. of Computer Science
Spring 2009	Freshman Student Achievement Award University of Mississippi