

Term Information

Effective Term Summer 2026

General Information

Course Bulletin Listing/Subject Area	Theatre
Fiscal Unit/Academic Org	Theatre, Film and Media Arts - D0280
College/Academic Group	Arts and Sciences
Level/Career	Graduate, Undergraduate
Course Number/Catalog	5405
Course Title	Introduction to Themed Attraction Design
Transcript Abbreviation	Themed Attr Design
Course Description	This course looks at the design of themed attractions, rides, and coasters by examining the professional field of themed entertainment, building skills in visual communication, and bridging the gap between the conceptual art and engineering skillsets. Students in the course will employ digital design and modeling, supplemented with 3D sculpting tools.
Semester Credit Hours/Units	Fixed: 3

Offering Information

Length Of Course	14 Week, 12 Week, 8 Week, 7 Week, 6 Week, 4 Week
Flexibly Scheduled Course	Never
Does any section of this course have a distance education component?	No
Grading Basis	Letter Grade
Repeatable	No
Course Components	Lecture
Grade Roster Component	Lecture
Credit Available by Exam	No
Admission Condition Course	No
Off Campus	Never
Campus of Offering	Columbus, Lima, Mansfield, Marion, Newark, Wooster

Prerequisites and Exclusions

Prerequisites/Corequisites	
Exclusions	
Electronically Enforced	No

Cross-Listings

Cross-Listings

Subject/CIP Code

Subject/CIP Code	50.0501
Subsidy Level	Doctoral Course
Intended Rank	Junior, Senior, Masters, Doctoral

Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Piper,Paige Marie	12/11/2025 02:02 PM	Submitted for Approval
Approved	Piper,Paige Marie	12/11/2025 02:02 PM	Unit Approval
Revision Requested	Vankeerbergen,Bernadette Chantal	12/18/2025 07:18 PM	College Approval
Submitted	Simon,Katherine Elizabeth	01/14/2026 01:23 PM	Submitted for Approval
Approved	Piper,Paige Marie	01/14/2026 01:24 PM	Unit Approval
Revision Requested	Vankeerbergen,Bernadette Chantal	01/19/2026 06:24 PM	College Approval
Submitted	Simon,Katherine Elizabeth	01/20/2026 04:08 PM	Submitted for Approval
Approved	Piper,Paige Marie	01/20/2026 04:09 PM	Unit Approval
Approved	Vankeerbergen,Bernadette Chantal	01/20/2026 05:04 PM	College Approval
Pending Approval	Jenkins,Mary Ellen Bigler Neff,Jennifer Vankeerbergen,Bernadette Chantal Wade,Macy Joy Steele,Rachel Lea	01/20/2026 05:04 PM	ASCCAO Approval

Theatre 5405 - Introduction to Themed Attraction Design

Course Proposal

Prepared by: Brad Steinmetz

09-22-25

In an effort to support our minor in Entertainment Design & Technology and to address student interest and career support, we are proposing our first course specifically addressing design for the themed entertainment industry. In building the syllabus, we looked at common professional practice in the business, industry-standard tools and processes, and consulted directly with experienced professionals. We also consulted with and solicited feedback from current students.

The course can be taught by department faculty, by a guest instructor, or team-taught by both. The goal is offering a 14 week course with primarily in-person sessions. As a 5000-level course, both grad students and undergrads could enroll and the intended rank would be juniors, seniors and grad students. We anticipate involvement from our department as well as from Design, Architecture and Engineering. Because students would have diverse academic backgrounds, we are planning no prerequisites. The course would have standard grading and would not be repeatable. The course would serve as one of the courses students can choose for the Entertainment Design & Technology minor.

Please see attached syllabus.

Introduction to Themed Attraction Design

SYLLABUS

COURSE INFORMATION:

TERM: AU 2025
CREDITS: 3
LEVEL: U/G
CLASS TIME: 2 evenings/week, 80 min.
LOCATION: TFM 340 & remote

INSTRUCTOR: Jorge Espinel / Brad Steinmetz
OFFICE: TFM 468
OFFICE EMAIL: steinmetz.25@osu.edu
OFFICE PHONE: 614-688-3751
OFFICE HOURS: flexible

COURSE DESCRIPTION:

This course invites students to apply the skills of their discipline to the design of themed attractions, rides, and coasters by examining the professional field of themed entertainment, building skills in visual communication, and bridging the gap between the conceptual art and engineering skillsets. We will employ the existing tools of digital design and modeling and supplement them with emerging 3D Digital sculpting tools. We will explore industry-standard practices and apply the fundamental aspects of themed attractions design to project work.

TEACHING METHOD & CONTACT HOURS:

Lecture/Discussion; 2.7 hours in class per week

LEARNING OBJECTIVES:

By the end of this course, students should be able to successfully:

- Conduct research and analysis of existing themed attractions to benchmark and feed ideation.
- Acquire an understanding of the steps necessary in the design process for themed attractions.
- Identify and conceptualize themed ride elements.
- Explore and practice the design workflow which addresses both creative and technical needs.
- Develop skills in 3D digital sculpting, primarily using the software Zbrush.
- As a major project in the course, build a complete design document that serves as a compendium of the creative and technical goals of a new themed attraction.

COURSE MATERIALS:

Required Text:

none

Recommended Text:

Zbrush Professional Tips and Techniques by Paul Gaboury
Theme Park Design by David Younger

[find book online](#) , [find book in library](#)
[find book online](#) , [find book in library](#)

Required Supplies:

Sketch Pad, any size

Day pass to Cedar Point on Sept 13. As a requirement of this course, students are responsible for this cost of approximately \$50.

COURSE ASSIGNMENTS:

- **Research Board (50 pts):** Build a digital research board of existing attractions, environments, movies, video games, etc. that can inform your burgeoning design ideas.
- **Track Section (50 pts):** Using digital modeling software, create 3D model of a straight section of coaster track and import into ZBrush.
- **Benchmarking Notes (50 pts):** Create organized notes from benchmarking visit to Cedar Point.
- **Concept Design Idea (100 pts):** Create a concept design and supporting materials that communicate your design idea for a themed attraction. It will include a story treatment, concept art, supporting images, storyboards and text.
- **Medieval House Blockout (50 pts):** Create a blockout of a medieval house either in Zbrush or imported from another software.
- **Medieval Houses Scene (50 pts):** Create a concept idea for a medieval houses scene. Include pictures, sketches, blockouts to support concept of the scene.
- **Revised Concept Design (75 pts):** Based on feedback and further consideration, revise and refine your concept design. This version will include a rough model and revisions to the story, concept art, supporting images, storyboards and text.
- **Rockwork (50 pts):** Create a rockwork scene using ZBrush.
- **Track Path (50 pts):** Create a coaster track in ZBrush using the track section from your previous assignment.
- **Preliminary Attraction Modeling (75 pts):** Generate preliminary 3D models of your themed attraction. Generate several scenes depicting moments in the attraction.
- **Final Attraction Modeling (75 pts):** Create a complete 3D digital model of your entire themed attraction design. Generate several scenes depicting moments in the attraction.
- **Final Design Check-In (75 pts):** Share your progress toward your final project.
- **Design Documentation and Presentation (150 pts):** Synthesize your work into a complete design document for your themed attraction that serves as a compendium of the creative and technical goals. Present your design, as if to a prospective client.
- **IN-CLASS EXERCISES (100 points):** Participate in hands-on exercises during various class periods.

GRADING:

Research Board	50 pts.
Track Section	50 pts.
Benchmarking Notes.....	50 pts.
Concept Design Idea.....	100 pts.
Medieval House Blockout.....	50 pts.
Medieval Houses Scene	50 pts.
Revised Concept Design	75 pts.
Rockwork.....	50 pts.
Track Path	50 pts.
Preliminary Attraction Modeling.....	75 pts.
Final Attraction Modeling.....	75 pts.
Final Design Check-In	75 pts.
Design Doc. & Presentation	150 pts.
In-Class Exercises.....	100 pts.
TOTAL	1000 pts.

SCALE:

93% and above	A
90% and above	A-
87% and above	B+
83% and above	B
80% and above	B-
77% and above	C+
73% and above	C
70% and above	C-
67% and above	D+
60% and above	D
below 60%	E

Introduction to Themed Attraction Design

COURSE SCHEDULE

subject to change

DATE	TOPIC/ACTIVITY	ASSIGNMENT DUE
Tue. Aug. 26	Introductions	
Thur. Aug. 28	Themed Attractions	
Tue. Sep. 2	ZBrush 1: foundations	Research Board Due
Thur. Sep. 4	ZBrush in-class: rock	
Tue. Sep. 9	ZBrush 2: importing & topology	
Thur. Sep. 11	ZBrush in-class: track section	Track Section Due
Sat. Sep. 13	Benchmarking Trip to Cedar Point	
Tue. Sep. 16	Benchmarking Conversations	Benchmarking Notes Due
Thur. Sep. 18	Design Principles & Concept Art	
Tue. Sep. 23	ZBrush 3: Organic Sculpting	Concept Design Idea Due
Thur. Sep. 25	ZBrush in-class: blocking out	
Tue. Sep. 30	ZBrush 4: Medieval Houses	Medieval House Blockout Due
Thur. Oct. 2	ZBrush in-class: Medieval Houses	
Tue. Oct. 7	In-class workday	Medieval Houses Scene Due
Thur. Oct. 9	In-class workday	
Tue. Oct. 14	Present Preliminary Designs	Revised Concept Design Due
Thur. Oct. 16	- FALL BREAK -	
Tue. Oct. 21	ZBrush 5: Rockwork	
Thur. Oct. 23	ZBrush in-class: Rockwork	
Tue. Oct. 28	ZBrush 6: Track Path	Rockwork Due
Thur. Oct. 30	ZBrush in-class: Track Path	
Tue. Nov. 4	Coaster Design and Engineering	Track Path Due
Thur. Nov. 6	In-class workday	
Tue. Nov. 11	Present Design Revisions	Preliminary Attraction Modeling Due
Thur. Nov. 13	In-class workday	
Tue. Nov. 18	Desk Crits	bring your progress to share
Thur. Nov. 20	In-class workday	
Tue. Nov. 25	Present Design Model	Final Attraction Modeling Due
Thur. Nov. 27	- THANKSGIVING -	
Tue. Dec. 2	In-class workday	
Thur. Dec. 4	In-class workday	
Tue. Dec. 9	Present Progress	Final Design Check-In Due
Fri. Dec. 12	(finals week) Design Presentations	Design Doc. and Presentation

[University Calendar - Online](#)

Cancellations:

In the unlikely event of class cancellation due to an emergency, the instructor will contact all students via Carmen e-mail and follow up as soon as possible with syllabus updates.

COURSE POLICIES:

Learning Environment

This classroom is a safe space to explore artistry and examine the world. Your perceptions, thoughts, opinions, and analyses are valid, respected, and integral to the success of this course. We are each holding space so that all class participants can learn and grow. Please approach all discussions and feedback with thoughtfulness and compassion.

Digital Design Studio

Students will have access, both during and outside of class, to room 340, our Digital Design Studio. This room provides sufficient computers and all necessary software for students to complete this course. Students do not need to purchase software.

Communication Agreement:

Email and Carmen are the preferred modes of communication for this course. The instructor will use Carmen messages/announcements and/or OSU email to share vital course information and updates so students must be able to receive communications on both platforms.

The instructor will endeavor to respond to all emails received during the week within (2) business days. All emails received outside of business hours will be reviewed the following workday, and the professor will endeavor to respond to the message within (2) business days of opening the message. If a question or concern is time-sensitive, please indicate "Time-Sensitive" in the Subject Line of the email.

Attendance:

Attendance and punctuality are mandatory. You are expected to be present, punctual and an active participant in every class session. Nonetheless, your wellbeing is paramount so, if illness or other issues prevent you from being present, please get in touch with your instructor as soon as you're able. It may not be possible to make up some course work without sufficient advanced notice.

The Value of Diversity:

The Ohio State University affirms the importance and value of diversity of people and ideas. We believe in creating equitable research opportunities for all students and to providing programs and curricula that allow our students to understand critical societal challenges from diverse perspectives and aspire to use research to promote sustainable solutions for all. We are committed to maintaining an inclusive community that recognizes and values the inherent worth and dignity of every person; fosters sensitivity, understanding, and mutual respect among all members; and encourages each individual to strive to reach their own potential. The Ohio State University does not discriminate on the basis of age, ancestry, color, disability, gender identity or expression, genetic information, HIV/AIDS status, military status, national origin, race, religion, sex, gender, sexual orientation, pregnancy, protected veteran status, or any other bases under the law, in its activities, academic programs, admission, and employment. (To learn more about diversity, equity, and inclusion and for opportunities to get involved, please visit: <https://odi.osu.edu> or <https://cbsc.osu.edu>)

Academic Misconduct:

It is the responsibility of the Committee on Academic Misconduct to investigate or establish procedures for the investigation of all reported cases of student academic misconduct. The term "academic misconduct" includes all forms of student academic misconduct wherever committed; illustrated by, but not limited to, cases of plagiarism and dishonest practices in connection with examinations. Instructors

shall report all instances of alleged academic misconduct to the committee ([Faculty Rule 3335-5-48.7 \(B\)](#)). For additional information, see the [Code of Student Conduct](#).

Requesting Accommodations:

The university strives to maintain a healthy and accessible environment to support student learning in and out of the classroom. If you anticipate or experience academic barriers based on your disability (including mental health, chronic, or temporary medical conditions), please let me know immediately so that we can privately discuss options. To establish reasonable accommodations, I may request that you register with Student Life Disability Services. After registration, make arrangements with me as soon as possible to discuss your accommodations so that they may be implemented in a timely fashion.

If you are ill and need to miss class, including if you are staying home and away from others while experiencing symptoms of a viral infection or fever, please let me know immediately. In cases where illness interacts with an underlying medical condition, please consult with Student Life Disability Services to request reasonable accommodations. You can connect with them at slds@osu.edu; 614-292-3307; or slds.osu.edu.

Ohio State has had a longstanding practice of making reasonable academic accommodations for students' religious beliefs and practices in accordance with applicable law. In 2023, Ohio State updated its practice to align with new state legislation. Under this new provision, students must be in early communication with their instructors regarding any known accommodation requests for religious beliefs and practices, providing notice of specific dates for which they request alternative accommodations within 14 days after the first instructional day of the course. Instructors in turn shall not question the sincerity of a student's religious or spiritual belief system in reviewing such requests and shall keep requests for accommodations confidential.

With sufficient notice, instructors will provide students with reasonable alternative accommodations with regard to examinations and other academic requirements with respect to students' sincerely held religious beliefs and practices by allowing up to three absences each semester for the student to attend or participate in religious activities. Examples of religious accommodations can include, but are not limited to, rescheduling an exam, altering the time of a student's presentation, allowing make-up assignments to substitute for missed class work, or flexibility in due dates or research responsibilities. If concerns arise about a requested accommodation, instructors are to consult their tenure initiating unit head for assistance.

A student's request for time off shall be provided if the student's sincerely held religious belief or practice severely affects the student's ability to take an exam or meet an academic requirement and the student has notified their instructor, in writing during the first 14 days after the course begins, of the date of each absence. Although students are required to provide notice within the first 14 days after a course begins, instructors are strongly encouraged to work with the student to provide a reasonable accommodation if a request is made outside the notice period. A student may not be penalized for an absence approved under this policy.

If students have questions or disputes related to academic accommodations, they should contact their course instructor, and then their department or college office. For questions or to report discrimination or harassment based on religion, individuals should contact the [Civil Rights Compliance Office](#). (Policy: [Religious Holidays, Holy Days and Observances](#))

Your Mental Health:

As a student you may experience a range of issues that can cause barriers to learning, such as strained relationships, increased anxiety, alcohol/drug problems, feeling down, difficulty concentrating and/or lack of motivation. These mental health concerns or stressful events may lead to diminished academic performance or reduce a student's ability to participate in daily activities. The Ohio State University offers services to assist you with addressing these and other concerns you may be experiencing. If you or someone you know are suffering from any of the aforementioned conditions, you can learn more about the broad range of confidential mental health services available on campus via the Office of Student Life's Counseling and Consultation Service (CCS) by visiting ccs.osu.edu or calling 614-292-5766. CCS is located on the 4th floor of the Younkin Success Center and the 10th floor of Lincoln Tower. You can reach an on-call counselor when CCS is closed at 614-292-5766 and 24 hour emergency help is also available 24/7 by dialing 988 to reach the Suicide and Crisis Lifeline.

Creating an Environment Free From Harassment, Discrimination, and Sexual Misconduct:

Title IX makes it clear that violence and harassment based on sex and gender are Civil Rights offenses subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories (e.g., race). If you or someone you know has been sexually harassed or assaulted, you may find the appropriate resources at <https://civilrights.osu.edu/title-ix> or by contacting the Ohio State Title IX Coordinator at titleix@osu.edu.

Bachelor of Arts in Theatre
Curriculum Map

Program Learning Goals

Course #	Goal 1: Theatre Appreciation	Goal 2: The Craft of Performance	Goal 3: Design, Technology & Management	Goal 4: Critical Skills and Analysis	Goal 5: Experience as Generative Practitioner	Goal 6: Career Preparation
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REQUIRED COURSES

2100	Beginning	Beginning	Beginning	Beginning		Beginning
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History & Text

3731	Intermediate			Intermediate		
3732	Intermediate			Intermediate		
5771.xx	Advanced	Intermediate	(Intermediate)	Advanced	Intermediate	Beginning

Design

2211	Beginning		Intermediate	Beginning	Beginning	
3241	Intermediate		Advanced	Intermediate	Intermediate	Beginning
3411	Intermediate		Advanced	Intermediate	Intermediate	Beginning
3511	Intermediate		Advanced	Intermediate	Intermediate	Beginning
3611	Intermediate		Advanced	Intermediate	Intermediate	Beginning
5310	Intermediate		Advanced	Intermediate	Intermediate	Beginning

Performance

2811	Beginning	Beginning		Beginning	Beginning	
3831	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	

Production

2000.xx	Beginning		Beginning		Beginning	Beginning
3000	Intermediate		Intermediate		Intermediate	Intermediate
4000.07	Advanced			Advanced	Intermediate	Intermediate
4000.08	Advanced	Advanced		Intermediate	Intermediate	Intermediate
4000.18	Advanced	Advanced		Intermediate	Intermediate	Intermediate
4000.xx	Advanced		Advanced	Intermediate	Intermediate	Intermediate
3921S	Intermediate	Advanced	Intermediate	Advanced	Advanced	Intermediate
4921S	Advanced	Advanced	Intermediate	Advanced	Advanced	Advanced

Experiential Learning

3921S	Intermediate	Advanced	Intermediate	Advanced	Advanced	Intermediate
4191	Advanced	(Advanced)	(Advanced)	(Advanced)	(Advanced)	Advanced
4921S	Advanced	Advanced	Intermediate	Advanced	Advanced	Advanced
4998	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced
4999	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced
5189	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced
5798.02	Advanced	Intermediate	Intermediate	Advanced	Advanced	Intermediate
5798.03	Intermediate			Intermediate		
5798.04	Intermediate		Intermediate	Intermediate		
5922S	Advanced	Advanced		Advanced	Advanced	Advanced

ELECTIVE COURSES

2110	Beginning	Beginning		Beginning	Beginning	
2341H			Beginning	Beginning	Beginning	
2367.01	Beginning			Beginning		
2367.02	Beginning			Beginning		
2700	Intermediate			Intermediate	Intermediate	
2797	(Beginning)	(Beginning)	(Beginning)	(Beginning)	(Beginning)	(Beginning)
3111	Intermediate	Intermediate	Beginning	Intermediate	Intermediate	Beginning
3130H	Intermediate			Intermediate		
3221	Intermediate		Advanced	Intermediate	Intermediate	Intermediate
3351			Beginning	Beginning	Beginning	
3352			Intermediate	Intermediate	Intermediate	Beginning
3381			Intermediate	Intermediate	Intermediate	Beginning
3551	Intermediate	Beginning	Intermediate	Beginning	Intermediate	Beginning
3597	Advanced	Beginning		Advanced	Intermediate	
3710	Intermediate			Intermediate		
3711	Intermediate	Beginning		Intermediate	Beginning	
3712	Intermediate			Intermediate		
3812	Intermediate	Intermediate		Intermediate	Intermediate	

Bachelor of Arts in Theatre
Curriculum Map

Program Learning Goals						
Course #	Goal 1: Theatre Appreciation	Goal 2: The Craft of Performance	Goal 3: Design, Technology & Management	Goal 4: Critical Skills and Analysis	Goal 5: Experience as Generative Practitioner	Goal 6: Career Preparation
3813	Intermediate	Intermediate		Intermediate	Intermediate	
3814	Advanced	Advanced		Advanced	Advanced	Beginning
3815	Advanced	Advanced	Beginning	Advanced	Advanced	Intermediate
3820	Advanced	Intermediate		Intermediate	Intermediate	Intermediate
3821	Advanced	Advanced		Intermediate	Intermediate	Beginning
3825	Advanced	Advanced		Advanced	Advanced	
3832	Intermediate	Advanced		Intermediate	Intermediate	Beginning
4821	Advanced	Advanced		Advanced	Advanced	Beginning
5111	Advanced	Advanced	Beginning	Advanced	Advanced	Intermediate
5193	Advanced	(Advanced)	(Advanced)	(Advanced)	(Advanced)	(Advanced)
5194	Advanced	(Advanced)	(Advanced)	(Advanced)	(Advanced)	(Advanced)
5210	Intermediate		Intermediate	Intermediate	Intermediate	Intermediate
5220	Intermediate	Intermediate	Intermediate	Intermediate	Advanced	Advanced
5225	Advanced	Intermediate	Advanced	Advanced		Advanced
5241	Intermediate		Advanced	Intermediate	Intermediate	Advanced
5305	Intermediate		Intermediate	Intermediate	Intermediate	Intermediate
5321	Beginning		Intermediate	Beginning	Beginning	
5322	Intermediate		Intermediate	Intermediate	Intermediate	Beginning
5323	Intermediate		Advanced	Advanced	Intermediate	Intermediate
5331	Intermediate		Intermediate	Advanced	Intermediate	Beginning
5341	Intermediate		Advanced	Advanced	Advanced	Intermediate
5401	Advanced		Advanced	Intermediate	Advanced	Advanced
5403	Advanced		Advanced	Intermediate	Advanced	Advanced
5405	Advanced		Advanced	Intermediate	Advanced	Advanced
5411	Advanced		Advanced	Advanced	Advanced	Advanced
5412	Advanced		Advanced	Advanced	Advanced	Advanced
5501	Advanced		Advanced	Intermediate	Advanced	Advanced
5502	Advanced		Advanced	Intermediate	Advanced	Advanced
5503	Advanced		Advanced	Intermediate	Advanced	Advanced
5511	Advanced		Advanced	Intermediate	Advanced	Advanced
5512	Advanced		Advanced	Intermediate	Advanced	Advanced
5602	Advanced		Advanced	Intermediate	Advanced	Advanced
5603	Advanced		Advanced	Intermediate	Advanced	Advanced
5611	Advanced		Advanced	Advanced	Advanced	Advanced
5612	Advanced		Advanced	Advanced	Advanced	
5621	Advanced		Advanced	Intermediate	Advanced	Advanced
5720	Advanced			Advanced	Advanced	
5798.01	Advanced	Intermediate	Intermediate	Advanced	Advanced	(Advanced)
5831	Advanced	Advanced		Intermediate	Advanced	
5835	Advanced	Advanced		Advanced	Advanced	Advanced
5840		Advanced		Intermediate	Advanced	Advanced
5899	Advanced	Advanced	Advanced	Advanced	Advanced	(Advanced)
5911	Advanced	Intermediate		Advanced	Advanced	Beginning
5921	Advanced	Intermediate		Advanced	Advanced	Beginning
5961	Advanced	Intermediate		Advanced	Advanced	Beginning

Updated: 01/2026

Re: Seeking Concurrence for Theatre Course

From Munch, Fabienne <munch.31@osu.edu>

Date Tue 1/20/2026 2:10 PM

To Simon, Katherine <simon.813@osu.edu>

Cc Beecher, Mary <beecher.17@osu.edu>; Westlake, E.J. <westlake.35@osu.edu>

Hello Katherine,

I thought I had responded the first time you sent the request. Thank you for resending.
Yes, Design will offer you concurrence.

After reviewing with our Undergraduate Studies Chair, Mary Anne Beecher, it feels that designers (tenure track faculty, or adjunct faculty) may be interested in participating in some way as speakers, critics or panelists in this course. Keep this in mind,

Best,
Fabienne

Fabienne



Fabienne Münch, PhD

Professor and Department Chair

The Ohio State University

College of Arts and Sciences

Department of Design

100 Hayes Hall

108 North Oval Mall, Columbus, OH 43210

614.247.8943 Office

munch.31@osu.edu

Pronouns: she/her/hers

From: Simon, Katherine <simon.813@osu.edu>

Date: Tuesday, January 20, 2026 at 1:56 PM

To: Munch, Fabienne <munch.31@osu.edu>

Subject: Fw: Seeking Concurrence for Theatre Course

Good afternoon,

I'm writing to see if your department would grant concurrence for a new course being proposed by Theatre, Film and Media Arts, Theatre 5405: Introduction to Themed Attraction Design. The syllabus for the course is attached. They have been very strict about concurrences recently and are insisting we get it before we can move the proposal forward.

Your assistance with this would be greatly appreciated.

Best,
Katherine



Katherine Simon

Senior Academic Program Services Specialist | Theatre

The Ohio State University

College of Arts and Sciences
Department of Theatre, Film, and Media Arts
444 Theatre and Film Building
1932 College Rd., Columbus, OH 43210
simon.813@osu.edu | theatreandfilm@osu.edu

From: Simon, Katherine <simon.813@osu.edu>

Sent: Friday, December 19, 2025 12:36 PM

To: Tippery, Gabe <tippery.2@osu.edu>

Subject: Seeking Concurrence for Theatre Course

Hi Gabe,

I hope all is well. I'm writing to see if your department would grant concurrence for a new course we're proposing, Theatre 5405 Introduction to Themed Attraction Design. Given the holidays and winter break, it would be great to have an answer by **January 13**. The syllabus for the course is attached.

Thanks in advance, and happy holidays!

Katherine



Katherine Simon

Senior Academic Program Services Specialist | Theatre

The Ohio State University

College of Arts and Sciences
Department of Theatre, Film, and Media Arts
444 Theatre and Film Building
1932 College Rd., Columbus, OH 43210
simon.813@osu.edu | theatreandfilm@osu.edu