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

Requirement/Elective Designation

The course is an elective (for this or other units) or is a service course for other units

Course Details

Course goals or learning objectives/outcomes	• Students will conduct research and analysis of existing themed attractions. • Students will acquire understanding of design process • Students will identify and conceptualize themed ride elements • Students will explore and practice design workflow, addressing creative and technical needs
Content Topic List	• Themed Attractions • Workflow design • 3D digital skills • Design documentation
Sought Concurrence	No

Attachments

• Justification THEATRE 5405 Intro to Themed Attraction Design.pdf: Justification

  (Other Supporting Documentation. Owner: Piper,Paige Marie)

• TH 5405 Concurrence_Design 1.20.26.pdf: Concurrence Request - Design

  (Concurrence. Owner: Simon,Katherine Elizabeth)

• BA Curricular Map (2026).pdf: Updated Curricular Map

  (Other Supporting Documentation. Owner: Simon,Katherine Elizabeth)

• Theatre 5405 New Course Proposal-syllabus-revision.pdf: TH 5405 Syllabus 2/18/26

  (Syllabus. Owner: Simon,Katherine Elizabeth)

Comments

• Concurrence from Fabienne Munch attached 1/20/26; KS uploaded curricular map 1/20/26. Revised syllabus from faculty 2/18/26. *(by Piper,Paige Marie on 02/18/2026 05:26 PM)*

• Updated syllabus uploaded 2/18/26. *(by Simon,Katherine Elizabeth on 02/18/2026 05:25 PM)*

• Please see subcommittee feedback email sent 2/16/26. *(by Neff,Jennifer on 02/16/2026 10:14 AM)*

• Please request concurrence from the Dept of Design.

  If the course will be able to count in your undergraduate major (even as an elective), please upload an updated curriculum map.

  Could you please make sure that the request for concurrence is sent to Fabienne Munch, the Chair of the Dept of Design? *(by Vankeerbergen,Bernadette Chantal on 01/19/2026 06:23 PM)*

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
Revision Requested	Neff,Jennifer	02/16/2026 10:14 AM	ASCCAO Approval
Submitted	Simon,Katherine Elizabeth	02/18/2026 05:25 PM	Submitted for Approval
Approved	Piper,Paige Marie	02/18/2026 05:26 PM	Unit Approval
Approved	Vankeerbergen,Bernadette Chantal	02/18/2026 06:06 PM	College Approval
Pending Approval	Jenkins,Mary Ellen Bigler Neff,Jennifer Vankeerbergen,Bernadette Chantal Wade,Macy Joy Steele,Rachel Lea	02/18/2026 06:06 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.

COURSE INFORMATION:

TERM:	AU 2026	**INSTRUCTOR**:	Jorge Espinel / Brad Steinmetz
CREDITS:	3	**OFFICE**:	TFM 468
LEVEL:	U/G	**OFFICE EMAIL**:	steinmetz.25@osu.edu
CLASS TIME:	TR 7:05 – 8:25pm	**OFFICE PHONE**:	614-688-3751
LOCATION:	TFM 340 & remote	**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	find book online , find book in library
Theme Park Design by David Younger	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 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 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. Students will upload a maximum 20-page document or slide deck with thorough annotations of sources for each image.

- **Track Section (50 pts):** Using digital modeling software, create a 3D model of a straight section of coaster track based on detailed information and drawings provided in class and on Carmen. Then, import your 3D model into ZBrush. Students will submit the .ZPR file to Carmen.

- **Benchmarking Notes (50 pts):** Every new themed attraction relies on learning lessons from existing theme parks—a process called benchmarking. During our visit to Cedar Point, students will have the opportunity to investigate and consider the pros and cons of the attractions, operations, and guest experiences. Your benchmarking notes should be well organized and include both quantitative and qualitative data about your experiences. Students will upload a maximum 5-page document to Carmen.

- **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 (1-2 page narrative description), concept art (1-2 newly created images), supporting images (1-10 research images), storyboards (3-10 simplified or thumbnail images) and supporting text. Students will upload their maximum 10-page document to Carmen.

- **Medieval House Blockout (50 pts):** Before building a detailed model of objects or scenery, designers often create a very rough version or blockout to help develop a sense of appropriate size, arrangement, and composition. Create a rough blockout of a medieval house either within Zbrush or imported from another software. Submit the .ZPR file to Carmen.

- **Medieval Houses Scene (50 pts):** Create a concept idea for a scene of medieval houses. Include images, sketches, or models that are both newly created and from research to support concept of the scene. Submit a maximum 4-page document to Carmen.

- **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. Submit a maximum 10-page document to Carmen.

- **Rockwork (50 pts):** After learning the tools and techniques to quickly sculpt stone and mountainous textures, create a basic rockwork scene using ZBrush based on information provided in class and on Carmen. Submit the .ZPR file to Carmen.

- **Track Path (50 pts):** After learning the tools and techniques to generate 3D paths, create a coaster track in ZBrush using the track section from your previous assignment. Submit the .ZPR file to Carmen.

- **Preliminary Attraction Modeling (75 pts):** By combining your work on coaster tracks, medieval village scenery, rockwork, and 3D paths, generate a preliminary 3D model of your themed attraction. Submit the .ZPR file to Carmen.

- **Final Attraction Modeling (75 pts):** By revising and building off your previous work, finalize a complete 3D digital model of your entire themed attraction design. By exporting 2D images of your model from different points of view, generate several scenes depicting specific moments in the attraction. Submit the .ZPR file and a multi-page document of still images to Carmen.

- **Final Design Check-In (75 pts):** Share your progress toward your final project based on feedback from previous assignments.

- **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 of the project. Upload a single presentation file to Carmen. Also, present your design in class, 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

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.

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.

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.

Syllabus Policies & Statements:

Please visit this website to see the full list of university policies and syllabus statements.

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

THE OHIO STATE UNIVERSITY

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

THE OHIO STATE UNIVERSITY

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

THE OHIO STATE UNIVERSITY

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

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
REQUIRED COURSES						
2100	Beginning	Beginning	Beginning	Beginning		Beginning
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