Traditionally, factory worker training has focused primarily on textbook and video guidance. These 2D methods do not completely eliminate the chance of worker errors on the manufacturing floor.

Virtual Reality (VR) has emerged with a new method of training that has the potential to reduce the number of errors and be more time and cost effective.

Attributes of VR include its ability to simulate an environment not confined to reality. VR acts as an economical training environment that is explorative and provides alternative methods of instruction.

This prototype was developed to test the viability of using a head-mounted display for manufacturing assembly. The training tool is anticipated to be used to improve future training processes.

To create the assembly application, Unity was used as it allowed for key features of the Oculus Rift VR assembly to be implemented.

**Problems:**
- Snapping accurately; a larger tolerance had to be used for smaller tool parts.
- Importation of SolidWorks® parts created computation lag.

The prototype will need the addition of background sound and audio instructions which will provide an environment that makes training easier for users.

Additionally, including haptic feedback would be a beneficial step to consider as it immerses users into the virtual environment.

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