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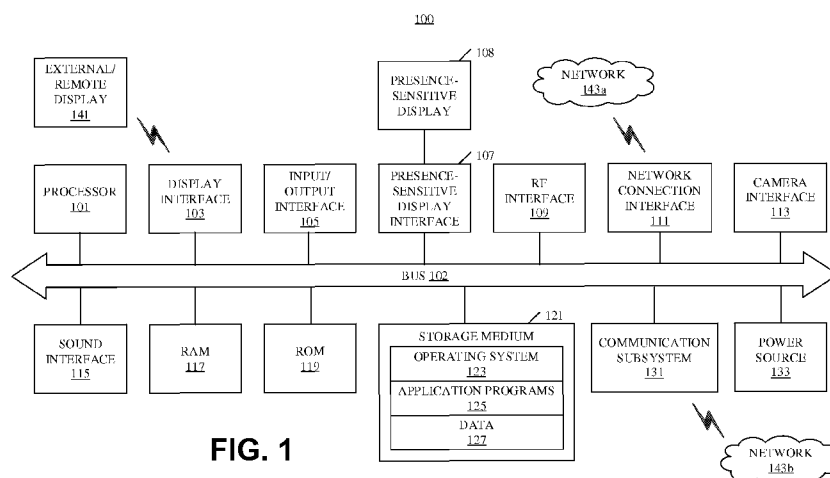
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(54) Title: GRAPHICAL USER INTERFACE

**FIG. 1**

(57) **Abstract:** The disclosed technology includes controlling the differentiation of gestures in a graphical user interface (GUI). In one implementation, a GUI has a first region including a first interactive user interface object, a second region including a second interactive user interface object, and a third region without any interactive user interface objects. The method can include receiving an indication of a first input at the first user interface object within the first region, and increasing, in response and for a dwell time, a size of the third region, wherein the resized third region overlays a portion of the second region. After resizing, the GUI may decline to perform an action associated with the second user interface object in the second region when a second input is received near the second user interface object and within the resized third region.

GRAPHICAL USER INTERFACE

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims priority to and the benefit of U.S. Provisional Patent Application No. 61/719,951, filed October 29, 2012, the contents of which are hereby incorporated by reference in their entirety.

BACKGROUND

[0002] User interfaces allow a human user to interact with a system or device and thereby control and/or receive feedback from the system or device. Examples of this broad concept include the interactive use of an operating system on a computing device. The design of a user interface may affect the usability of the system, such as an amount of effort a user expends to effectively control the system and to receive feedback from the system. A graphical user interface (GUI) is a form of user interface that can both accept user input and provide a graphical output to a display.

[0003] Because GUIs output on presence-sensitive displays of mobile computing devices are typically small and compact, the use and operation of such GUIs is prone to input errors, for example, when a user attempts to select an object located on a very small or crowded region within a GUI. Reducing input errors can improve the speed and efficiency of GUI operations and improve the user experience by reducing user frustration resulting from inadvertent actions.

SUMMARY OF THE DISCLOSURE

[0004] There is a need for techniques to improve the usability of a computing device by reducing input entry errors in a graphical user interface output at a display of the computing device. Furthermore, other desirable features and characteristics of the present disclosure will become apparent from the subsequent detailed description and claims, taken in conjunction with the accompanying figures and the foregoing technical field and background.

[0005] The subject technology relates to methods, devices, systems, or articles of manufacture for reducing entry errors in a graphical user interface. A computing device may output, for display, a first region, a second region, and a third region of a graphical user interface. The third

region may be interposed between the first region and the second region. Further, the first region may include a first user interface object and the second region may include a second user interface object. Also, the third region may not have any user interface objects. The computing device may receive an indication of a first input received substantially within the first region. The computing device may increase, in response to receiving the indication of the first input and for a first dwell time, a size of the third region. The third region may overlay a portion of the second region. Further, the computing device may receive an indication of a second input received near the second user interface object of the second region and substantially within the third region. The computing device may determine, in response to receiving the indication of the second input, not to perform an action associated with the second user interface object of the second region.

BRIEF DESCRIPTION OF THE FIGURES

[0006] The present disclosure is illustrated by way of example implementations and the like and is not limited by the accompanying figures, in which like reference numbers indicate similar elements. Elements in the figures are illustrated for simplicity and clarity and have not necessarily been drawn to scale. The figures along with the detailed description are incorporated and form part of the specification and serve to further illustrate example implementations and the like, and explain various principles and advantages, in accordance with the present disclosure, where:

[0007] **FIG. 1** is a block diagram illustrating an example implementation of a computing device, in accordance with various aspects set forth herein.

[0008] **FIG. 2A-2B** illustrate implementations of a front view of a computing device in portrait orientation with various aspects described herein.

[0009] **FIG. 3A-3B** illustrate additional example implementations of a front view of a computing device in portrait orientation with various aspects described herein.

[0010] **FIG. 4** is a flow chart illustrating an example implementation of a method for reducing entry errors in a graphical user interface with various aspects described herein.

[0011] **FIG. 5** is a flow chart illustrating another example implementation of a method for reducing entry errors in a graphical user interface with various aspects described herein.

DETAILED DESCRIPTION

[0012] The following detailed description is merely illustrative in nature and is not intended to limit the present disclosure, or the application and uses of the present disclosure. Furthermore, there is no intention to be bound by any expressed or implied theory presented in the preceding field of use, background or summary of the disclosure or the following detailed description. The present disclosure provides various example implementations and the like, which may be described herein in terms of functional or logical block elements. Various techniques described herein may be used to perform configurable gestures in a graphical user interface. The various aspects described herein are presented as methods, devices (or apparatus), systems, and articles of manufacture that may include a number of components, elements, members, modules, nodes, peripherals, or the like. Further, these methods, devices, systems, and articles of manufacture may include or not include additional components, elements, members, modules, nodes, peripherals, or the like.

[0013] Furthermore, the various aspects described herein may be implemented using standard programming or engineering techniques to produce software, firmware, hardware, or any combination thereof to control a computing device to implement the disclosed subject matter. The term “article of manufacture” as used herein is intended to encompass a computer program accessible from any computing device, carrier, or media. For example, a computer-readable medium may include: a magnetic storage device such as a hard disk, a floppy disk or a magnetic strip; an optical disk such as a compact disk (CD) or digital versatile disk (DVD); a smart card; and a flash memory device such as a card, stick or key drive. Additionally, it should be appreciated that a carrier wave may be employed to carry computer-readable electronic data including those used in transmitting and receiving electronic data such as electronic mail (e-mail) or in accessing a computer network such as the Internet or a local area network (LAN). Of course, a person of ordinary skill in the art will recognize many modifications may be made to this configuration without departing from the scope or spirit of the claimed subject matter.

[0014] Throughout the specification and the claims, the following terms take at least the meanings explicitly associated herein, unless the context clearly dictates otherwise. The term “connected” means that one function, feature, structure, or characteristic is directly joined to or in communication with another function, feature, structure, or characteristic. The term “coupled” means that one function, feature, structure, or characteristic is directly or indirectly joined to or in communication with another function, feature, structure, or characteristic. Relational terms such as “first” and “second,” and the like may be used solely to distinguish one entity or action from another entity or action without necessarily requiring or implying any actual such relationship or order between such entities or actions. The term “or” is intended to mean an inclusive “or.” Further, the terms “a,” “an,” and “the” are intended to mean one or more unless specified otherwise or clear from the context to be directed to a singular form. The term “include” and its various forms are intended to mean including but not limited to.

[0015] In the following description, numerous specific details are set forth. However, it is to be understood that implementations of the disclosed technology may be practiced without these specific details. References to “one implementation,” “an implementation,” “example implementation,” “various implementations,” and other like terms indicate that the implementations of the disclosed technology so described may include a particular function, feature, structure, or characteristic, but not every implementation necessarily includes the particular function, feature, structure, or characteristic. Further, repeated use of the phrase “in one implementation” does not necessarily refer to the same implementation, although it may.

[0016] In some instances, a graphical user interface may be referred to as an object-oriented user interface, an application oriented user interface, a web-based user interface, a touch-based user interface, or a virtual keyboard.

[0017] A presence-sensitive input device as discussed herein, may be a device that accepts input by the proximity of a finger, a stylus, or an object near the device. A presence-sensitive input device may also be a radio receiver (for example, a WiFi receiver) and processor which is able to infer proximity changes via measurements of signal strength, signal frequency shifts, signal to noise ratio, data error rates, and other changes in signal characteristics. A presence-sensitive input device may also detect changes in an electric, magnetic, or gravity field.

[0018] A presence-sensitive input device may be combined with a display to provide a presence-sensitive display. For example, a user may provide an input to a computing device by

touching the surface of a presence-sensitive display using a finger. In another example implementation, a user may provide input to a computing device by gesturing without physically touching any object. For example, a gesture may be received via a video camera or depth camera.

[0019] In some instances, a presence-sensitive display can have two main attributes. First, the presence-sensitive display can enable a user to interact directly with what is displayed, rather than indirectly via a pointer controlled by a mouse or touchpad. Secondly, the presence-sensitive display can enable a user do so without requiring any intermediate device that would need to be held in the hand. Such displays may be attached to computers, or to networks as terminals. Such displays can also play a prominent role in the design of digital appliances such as the personal digital assistant (PDA), satellite navigation devices, mobile phones, and video games.

[0020] In some instances, a computing device may be referred to as a mobile station (MS), terminal, cellular phone, cellular handset, personal digital assistant (PDA), smartphone, wireless phone, organizer, handheld computer, desktop computer, laptop computer, tablet computer, set-top box, television, appliance, game device, medical device, display device, or some other like terminology. In other instances, a computing device may be a processor, controller, or a central processing unit (CPU). In yet other instances, a computing device may be a set of hardware components.

[0021] This disclosure provides example methods, devices, systems, or articles of manufacture for reducing entry errors in a graphical user interface. By configuring a computing device in accordance with various aspects described herein, increased usability of the computing device is provided. In one example, a user, in typing on a virtual keyboard on a touchscreen, may accidentally contact a portion of a presence-sensitive display at or near where a system icon is currently displayed. In some implementations, instead of determining that the system icon was selected and therefor exiting the virtual keyboard, the computing device may ignore the touch near the system icon or associate the touch with a key of the virtual keyboard. To achieve this, the computing device may dynamically increase the size of a dead zone interposed between the virtual keyboard and the system icon to make it more difficult to select the system icon. Further, the computing device may increase the size of the dead zone for a limited time immediately following the selection of a key on the virtual keyboard.

[0022] In another example, a user, in playing a game on a touchscreen, may accidentally contact the touchscreen at or near a location at which a system icon is displayed. In some implementations, instead of determining that the system icon was selected and exiting the game, the computing device may ignore the touch near the system icon or associate the touch with a user interface object of the game. To achieve this, the computing device may dynamically increase the size of a dead zone interposed between the game and the system icon to make it more difficult to select the system icon. Further, the computing device may increase the size of the dead zone for a limited time immediately following the selection of a user interface object associated with the game.

[0023] In a further example, a user, in using an application on a touchscreen, may accidentally touch on the touchscreen at or near a location at which a system icon is displayed. Instead of determining that the system icon was selected and exiting the user from the application, the computing device may ignore the touch near the system icon or associate the touch with a user interface object of the application. To achieve this, the computing device may dynamically increase the size of a dead zone interposed between the application and the system icon to make it more difficult to select the system icon. Further, the computing device may increase the size of the dead zone for a limited time immediately following the selection of a user interface object associated with the application.

[0024] **FIG. 1** is a block diagram illustrating an example implementation of a computing device **100**, in accordance with various aspects set forth herein. In **FIG. 1**, the computing device **100** may be configured to include a processor **101** that is operatively coupled to a display interface **103**, an input/output interface **105**, a touch screen interface **107**, a radio frequency (RF) interface **109**, a network connection interface **111**, a camera interface **113**, a sound interface **115**, a random access memory (RAM) **117**, a read only memory (ROM) **119**, a storage medium **121**, an operating system **123**, an application program **125**, data **127**, a communication subsystem **131**, a power source **133**, another element, or any combination thereof. In **FIG. 1**, the processor **101** may be configured to process computer instructions and data. The processor **101** may be configured to be a computer processor or a controller. For example, the processor **101** may include two computer processors. In one definition, data is information in a form suitable for use by a computer. It is important to note that a person having ordinary skill in the art will recognize

that the subject matter of this disclosure may be implemented using various operating systems or combinations of operating systems.

[0025] In **FIG. 1**, the display interface **103** may be configured as a communication interface and may provide functions for rendering video, graphics, images, text, other information, or any combination thereof on the display. In one example, a communication interface may include a serial port, a parallel port, a general purpose input and output (GPIO) port, a game port, a universal serial bus (USB), a micro-USB port, a high definition multimedia (HDMI) port, a video port, an audio port, a Bluetooth port, a near-field communication (NFC) port, another like communication interface, or any combination thereof. In one example, the display interface **103** may be operatively coupled to a local display, such as a touch-screen display associated with a mobile device. In another example, the display interface **103** may be configured to provide video, graphics, images, text, other information, or any combination thereof for an external/remote display **141** that is not necessarily connected to the mobile computing device. In one example, a desktop monitor may be utilized for mirroring or extending graphical information that may be presented on a mobile device. In another example, the display interface **103** may wirelessly communicate, for example, via the network connection interface **111** such as a Wi-Fi transceiver to the external/remote display **141**.

[0026] In the current implementation, the input/output interface **105** may be configured to provide a communication interface to an input device, output device, or input and output device. The computing device **100** may be configured to use an output device via the input/output interface **105**. A person of ordinary skill will recognize that an output device may use the same type of interface port as an input device. For example, a USB port may be used to provide input to and output from the computing device **100**. The output device may be a speaker, a sound card, a video card, a display, a monitor, a printer, an actuator, an emitter, a smartcard, another output device, or any combination thereof. The computing device **100** may be configured to use an input device via the input/output interface **105** to allow a user to capture information into the computing device **100**. The input device may include a mouse, a trackball, a directional pad, a trackpad, a presence-sensitive display, a scroll wheel, a digital camera, a digital video camera, a web camera, a microphone, a sensor, a smartcard, and the like. The sensor may be, for instance, an accelerometer, a gyroscope, a tilt sensor, a force sensor, a magnetometer, an optical sensor, a proximity sensor, another like sensor, or any combination thereof. For example, the input device

115 may be an accelerometer, a magnetometer, a digital camera, a microphone, and an optical sensor.

[0027] In **FIG. 1**, the presence-sensitive display interface **107** may be configured to provide a communication interface to a pointing device or a presence-sensitive display **108** such as a touch screen. In one definition, a presence-sensitive display is an electronic visual display that may detect the presence and location of a touch, gesture, or object near its display area. In one definition, the term “near” means on, proximate to or associated with. In another definition, the term “near” is the extended spatial location of the display area. The RF interface **109** may be configured to provide a communication interface to RF components such as an antenna. The network connection interface **111** may be configured to provide a communication interface to a network **143a**. The network **143a** may encompass wired and wireless communication networks such as a local-area network (LAN), a wide-area network (WAN), a computer network, a wireless network, a telecommunications network, another like network or any combination thereof. For example, the network **143a** may be a cellular network, a Wi-Fi network, and a near-field network. As previously discussed, the display interface **103** may be in communication with the network connection interface **111**, for example, to provide information for display on a remote display that is operatively coupled to the computing device **100**. The camera interface **113** may be configured to provide a communication interface and functions for capturing digital images or video from a camera. The sound interface **115** may be configured to provide a communication interface to a microphone or speaker.

[0028] In this implementation, the RAM **117** may be configured to interface via the bus **102** to the processor **101** to provide storage or caching of data or computer instructions during the execution of software programs such as the operating system, application programs, and device drivers. In one example, the computing device **100** may include at least one hundred and twenty eight (**128**) MBytes of RAM. The ROM **119** may be configured to provide computer instructions or data to the processor **101**. For example, the ROM **119** may be configured to be invariant low-level system code or data for basic system functions such as basic input and output (I/O), startup, or reception of keystrokes from a keyboard are stored in a non-volatile memory device. The storage medium **121** may be configured to include memory such as RAM, ROM, programmable read-only memory (PROM), erasable programmable read-only memory (EPROM), electrically erasable programmable read-only memory (EEPROM), magnetic disks,

optical disks, floppy disks, hard disks, removable cartridges, flash drives. In one example, the storage medium **121** may be configured to include an operating system **123**, an application program **125** such as a web browser application, a widget or gadget engine or another application, and a data file **127**.

[0029] In **FIG. 1**, the computing device **101** may be configured to communicate with a network **143b** using the communication subsystem **131**. The communication functions of the communication subsystem **131** may include data communication, voice communication, multimedia communication, short-range communications such as Bluetooth, near-field communication, location-based communication such as the use of the global positioning system (GPS) to determine a location, another like communication function, or any combination thereof. For example, the communication subsystem **131** includes cellular communication, Wi-Fi communication, Bluetooth communication, and GPS communication. The network **143b** may encompass wired and wireless communication networks such as a local-area network (LAN), a wide-area network (WAN), a computer network, a wireless network, a telecommunications network, another like network or any combination thereof. For example, the network **143b** may be a cellular network, a Wi-Fi network, and a near-field network. The power source **133** may be configured to provide an alternating current (AC) or direct current (DC) power to components of the computing device **100**.

[0030] In **FIG. 1**, the storage medium **121** may be configured to include a number of physical drive units, such as a redundant array of independent disks (RAID), a floppy disk drive, a flash memory, a USB flash drive, an external hard disk drive, thumb drive, pen drive, key drive, a high-density digital versatile disc (HD-DVD) optical disc drive, an internal hard disk drive, a Blu-Ray optical disc drive, a holographic digital data storage (HDDS) optical disc drive, an external mini-dual in-line memory module (DIMM) synchronous dynamic random access memory (SDRAM), an external micro-DIMM SDRAM, a smartcard memory such as a subscriber identity module or a removable user identity (SIM/RUIM) module, other memory, or any combination thereof. The storage medium **121** may allow the computing device **100** to access computer-executable instructions, application programs or the like, stored on transitory or non-transitory memory media, to off-load data, or to upload data. An article of manufacture, such as one utilizing a communication system may be tangibly embodied in storage medium **122**, which may comprise a computer-readable medium.

[0031] **FIG. 2A** and **2B** illustrate example implementations of a front view of a computing device **200** in portrait orientation with various aspects described herein. In **FIG. 2**, the computing device **200** may be configured to include a housing **201** and a presence-sensitive display **203**. The housing **201** may be configured to house the internal components of the computing device **200** such as those described in **FIG. 1** and may frame the presence-sensitive display **203** such that the presence-sensitive display **203** is exposed for user-interaction with the computing device **200**. In one example, the presence-sensitive display **203** is used in a smartphone with, for instance, a display size of less than five inches diagonally. In another example, the presence-sensitive display **203** is used in a tablet computer with, for instance, a display size of less than eleven inches diagonally. It is important to recognize that it is impractical to describe every conceivable combination of components or methodologies for purposes of describing the claimed subject matter. However, a person having ordinary skill in the art will recognize that many further combinations and permutations of the subject technology are possible. Accordingly, the claimed subject matter is intended to cover all such alterations, modifications and variations that are within the spirit and scope of the claimed subject matter.

[0032] In **FIG. 2A** and **2B**, the computing device **200** may output, for display at the presence-sensitive display **203**, a first region **205** of the presence-sensitive display **203**, wherein the first region **205** has a first user interface object **206**. For example, the first user interface object **206** may be a virtual keypad. In another example, the first user interface object **206** may be a hypertext link. In another example, the first user interface object **206** may be an action button. In another example, the first user interface object **206** may be a text input box. In another example, the first user interface object **206** may be a system icon such as a home button. In another example, the first user interface object **206** may be associated with controlling a game. In another example, the first user interface object **206** may be associated with controlling an application. The computing device **200** may output, for display at the presence-sensitive display **203**, a second region **209** of the presence-sensitive display, wherein the second region **209** has a second user interface object **211a**, **211b** and **211c**. For example, the second user interface object **211** may be a virtual keypad. In another example, the second user interface object **211** may be a hypertext link. In another example, the second user interface object **211** may be an action button. In another example, the second user interface object **211** may be a text input box. In another example, the second user interface object **211** may be a system icon such as a home

button. In another example, the second user interface object **211** may be associated with controlling a game. In another example, the second user interface object **211** may be associated with controlling an application. The first region **205** may be adjacent or near to the second region **209**. Further, a third region **207a** and **207b** may be interposed between the first region **205** and the second region **209**. In one example, the third region **207a** and **207b** may be referred to as a dead zone.

[0033] In FIG. 2A and 2B, the computing device **200** may receive, at the presence-sensitive display **203**, a first presence indication **213** substantially within the first region **205** of the presence-sensitive display **203**. In response to receiving the first presence indication **213**, the computing device **200** may increase the size of the third region **207a** to the third region **207b** both of the presence-sensitive display **203** for a first dwell time. In one example, the computing device **200** may increase the size of the third region **207a** to the third region **207b** to substantially overlay the second region **309**. In another example, the computing device **200** may increase the size of the third region **207a** to the third region **207b** to substantially overlay the second user interface elements **211a**, **211b** and **211c**, so that the active area of each of the second user interface elements **211a**, **211b** and **211c** is reduced. In another example, the computing device **200** may increase the size of the third region **207a** to the third region **207b** based on the location of the first presence indication **213**. For example, the third region **207a** and **207b** is a dead zone. In another example, the third region **207a** and **207b** has no content. In another example, the third region **207a** and **207b** is made transparent. The third region **207a** and **207b** may not have any user-responsive, or interactive, user interface objects. Further, the third region **207a** and **207b** may overlay a portion of a second region **209**. Also, the third region **207a** and **207b** may be adjacent to the first region **205**. In one example, the first dwell time may be less than one (1) second. In another example, the first dwell time may be approximately three hundred and thirty-three (333) milliseconds or another time suitable to allow a user to immediately select a user interface object on the presence-sensitive display. The computing device **200** may receive, at the presence-sensitive display **203**, a second presence indication **214** near the second user interface object **211b** of the second region **209** and substantially within the third region **207b**. Based on the second presence indication being substantially within the third region, the computing device may ignore a corresponding user input. Thus, in response to receiving the second presence indication **214**, the computing device **200**, may decline, or otherwise determine

not to perform an action associated with the second user interface object **211b** of the second region **209**.

[0034] In another implementation, in response to receiving the second presence indication **214**, the computing device **200** may output, for display at the presence-sensitive display **203**, a third region indication associated with the third region **207a** and **207b** for a third dwell time. In one example, the third dwell time may be less than one (1) second.

[0035] In another implementation, in response to receiving the second presence indication **214**, the computing device **200** may output an indication that it determined not to perform the action associated with the second user interface object of the second region. In one example, the indication is outputting an auditory indication to a speaker of the computing device **200**. In another example, the indication is outputting a vibration of the computing device **200** using an actuator of the computing device **200**.

[0036] In another implementation, the computing device **200** may increase, in response to receiving the first presence indication, the size of the third region **207a** for a first dwell time so that the third region **207b** covers all of the second region **209**. By doing so, the computing device **200** may determine not to perform an action associated with any second user interface objects **211a**, **211b** and **211c** of the second region **209**.

[0037] In another implementation, the computing device **200** may associate the second presence indication **214** with the first region **205**. Further, the computing device **200** may project the second presence indication **214** to the nearest user interface object of the first region **205**. For example, the computing device **200** may project the second presence indication **214** vertically relative to the computing device **200** to the user interface object **206** of the first region **205**. In another example, the computing device **200** may project the second presence indication **214** to the closest user interface object **206** of the first region **205**. In another example, the computing device **200** may project the second presence indication **214** vertically relative to the computing device **200** to a key of a virtual keyboard in the first region **205**.

[0038] In another implementation, the computing device **200** may output, for display at the presence-sensitive display, a fourth region on the presence-sensitive display **203**, wherein the fourth region has a third user interface object. Further, in response to receiving the first presence indication **213**, the computing device **200** may increase the size of a fifth region on the presence-

sensitive display **205** for a fourth dwell time, wherein the fifth region overlays a portion of the fourth region on the presence-sensitive display **203**, wherein the fourth region and the fifth region are adjacent to the first region **205** and not adjacent to the second region **309** and the third region **307**. In one example, the fourth dwell time may be the same as the first dwell time. In another example, the fourth dwell time may be less than one (1) second. In another example, the fourth dwell time may be approximately three hundred and thirty-three (333) milliseconds or another time suitable to allow a user to immediately select a user interface object on the presence-sensitive display. The computing device **200** may receive, at the presence-sensitive display, a third presence indication near the third user interface object of the fourth region and substantially within the fifth region. In response to receiving the third presence indication, the computing device **200** may determine not to perform an action associated with the third user interface object of the fourth region.

[0039] In another implementation, after the fourth dwell time, the computing device **200** may decrease the size of the fifth region over a fifth dwell time. In one example, the fifth dwell time may be the same as the third dwell time. In another example, the fifth dwell time may be less than one (1) second. In another example, the fifth dwell time may be approximately three hundred and thirty-three (333) milliseconds or another time suitable to allow a user to immediately select a user interface object on the presence-sensitive display.

[0040] **FIG. 3A** and **3B** illustrate additional example implementations of a front view of a computing device **300** in portrait orientation with various aspects described herein. In **FIG. 3**, the computing device **300** may be configured to include a housing **301** and a presence-sensitive display **303**. The housing **301** may be configured to house the internal components of the computing device **300** such as those described in **FIG. 1** and may frame the presence-sensitive display **303** such that the presence-sensitive display **303** is exposed for user-interaction with the computing device **300**. In one example, the presence-sensitive display **303** is used in a smartphone with, for instance, a display size of less than six (6) inches diagonally. In another example, the presence-sensitive display **303** is used in a tablet computer with, for instance, a display size of less than eleven (11) inches diagonally.

[0041] In **FIG. 3A** and **3B**, the computing device **300** may output, for display at the presence-sensitive display **303**, a first region **305** of the presence-sensitive display **303**, wherein the first

region **305** has a first user interface object **306a** and **306b**. The computing device **300** may output, for display at the presence-sensitive display **303**, a second region **309** of the presence-sensitive display, wherein the second region **309** has a second user interface object **311a**, **311b** and **311c**. The first region **305** may be adjacent or near to the second region **309**. Further, a third region **307a** and **307b** may be interposed between the first region **305** and the second region **309**. In one example, the third region **307a** and **307b** may be referred to as a dead zone.

[0042] In the current implementation, the computing device **300** may receive, at the presence-sensitive display **303**, a first presence indication **313** substantially within the first region **305** of the presence-sensitive display **303**. In response to receiving the first presence indication **313**, the computing device **300** may increase the size of a third region **307a** to a third region **307b** both of the presence-sensitive display **303** for a first dwell time. The third region **307a** and **307b** may not have any user interface objects. Further, the third region **307a** and **307b** may overlay a portion of a second region **309**. Also, the third region **307a** and **307b** may be adjacent to the first region **305**. In one example, the computing device **300** may adjust a shape of the third region **307a** and **307b** to conform to the shape of the second region **309**. In another example, the computing device **300** may adjust a shape of the third region **307a** and **307b** based on the location of the first presence indication **313**. The computing device **300** may receive, at the presence-sensitive display **303**, a second presence indication **314** near the second user interface object **311b** of the second region **309** and substantially within the third region **307b**. In response to receiving the second presence indication **314**, the computing device **300** may associate the second presence indication **314** with the first region **305**. In response to receiving the second presence indication **314**, the computing device **300** may determine not to perform an action associated with the second user interface object **311b** of the second region **309**. After the first dwell time, the computing device **300** may decrease the size of the third region **307b** back to the size of the third region **307a**.

[0043] FIG. 4 is a flow chart illustrating an example implementation of a method **400** for reducing entry errors in a graphical user interface with various aspects described herein. In FIG. 4, the method **400** may begin at, for instance, block **401**, where it may output, by a computing device and for display, a first region, a second region and a third region of a graphical user interface, wherein the third region is interposed between the first region and the second region, the first region includes a first user interface object, the second region includes a second

user interface object, and the third region does not have any user interface objects. At block **405**, the method **400** may receive, by the computing device, an indication of a first input received substantially within the first region. At block **407**, the method **400** may increase, in response to receiving the first indication of the first input and for a first dwell time, a size of the third region, wherein the third region overlays a portion of the second region. At block **409**, the method **400** may receive, by the computing device, an indication of a second input received near the second user interface object of the second region and substantially within the third region. At block **411**, the method **400** may determine, in response to receiving the indication of the second input, not to perform an action associated with the second user interface object of the second region.

[0044] **FIG. 5** is a flow chart illustrating a another example implementation of a method **500** for reducing entry errors in a graphical user interface with various aspects described herein. In **FIG. 5**, the method **500** may begin at, for instance, block **501**, where it may output, by a computing device and for display, a first region, a second region and a third region of a graphical user interface, wherein the third region is interposed between the first region and the second region, the first region includes a first user interface object, the second region includes a second user interface object, and the third region does not have any user interface objects. At block **505**, the method **500** may receive, by the computing device, an indication of a first input received substantially within the first region. At block **507**, the method **500** may increase, in response to receiving the first indication of the first input and for a first dwell time, a size of the third region, wherein the third region overlays a portion of the second region. At block **509**, the method **500** may receive, by the computing device, an indication of a second input received near the second user interface object of the second region and substantially within the third region. At block **511**, the method **500** may determine, in response to receiving the indication of the second input, not to perform an action associated with the second user interface object of the second region. At block **513**, the method **500** may decrease, after the first dwell time, the size of the third region. In one example, the size of the third region can decrease over a second dwell time. In another example, the size of the third region can decrease linearly over a second dwell time. In one example, the second dwell time is the same as the first dwell time. In another example, the second dwell time can be less than a second. In another example, the second dwell time is approximately three hundred and thirty-three (333) milliseconds or another time suitable to allow a user to immediately select a user interface object on the presence-sensitive display.

[0045] It is important to recognize that it is impractical to describe every conceivable combination of components or methodologies for purposes of describing the claimed subject matter. However, a person having ordinary skill in the art will recognize that many further combinations and permutations of the subject technology are possible. Accordingly, the claimed subject matter is intended to cover all such alterations, modifications and variations that are within the spirit and scope of the claimed subject matter.

[0046] Although the present disclosure describes specific examples, implementations, and the like, various modifications and changes may be made without departing from the scope of the present disclosure as set forth in the claims below. For example, although the example methods, devices, systems, or articles of manufacture described herein are in conjunction with a configuration for the aforementioned performing configurable gestures in a graphical user interface, the skilled artisan will readily recognize that the example methods, devices, systems, or articles of manufacture may be used in other methods, devices, systems, or articles of manufacture and may be configured to correspond to such other example methods, devices, systems, or articles of manufacture as needed. Further, while at least one example, implementation, or the like has been presented in the foregoing detailed description, many variations exist. Accordingly, the specification and figures are to be regarded in an illustrative rather than a restrictive sense, and all such modifications are intended to be included within the scope of the present disclosure. Any benefits, advantages, or solutions to problems that are described herein with regard to specific implementations are not intended to be construed as a critical, required, or essential feature or element of any or all of the claims. Any benefits, advantages, or solutions to problems that are described herein with regard to specific examples, implementations, or the like are not intended to be construed as a critical, required, or essential feature or element of any or all of the claims.

CLAIMS

What is claimed is:

1. A method, comprising:

outputting, by a computing device and for display, a first region, a second region and a third region of a graphical user interface, wherein:

the third region is interposed between the first region and the second region,

the first region includes a first user interface object,

the second region includes a second user interface object, and

the third region does not include any user interface objects;

receiving, by the computing device, an indication of a first input received substantially within the first region;

increasing, in response to receiving the indication of the first input and for a first dwell time, a size of the third region, wherein the third region overlays a portion of the second region;

receiving, by the computing device, an indication of a second input received near the second user interface object of the second region and substantially within the third region; and

determining, in response to receiving the indication of the second input and based on the second input being received substantially within the third region, not to perform an action associated with the second user interface object of the second region.

2. The method of claim 1, further comprising:

decreasing, after the first dwell time, the size of the third region.

3. The method of claim 2, wherein decreasing the size of the third region is performed over a second dwell time.

4. The method of claim 3, wherein decreasing the size of the third region is performed linearly over the second dwell time.

5. The method of claim 1, wherein the first user interface object is a virtual keyboard.

6. The method of claim 1, wherein the second user interface object is a graphical icon.
7. The method of claim 1, wherein the third region is transparent.
8. The method of claim 1, further comprising:
in response to receiving the second presence indication, outputting, for display at the presence-sensitive display, the third region for a third dwell time.
9. The method of claim 1, wherein not performing an action associated with the second user interface object of the second region comprises:
outputting, to a speaker of the computing device, an auditory indication.
10. The method of claim 1, further comprising:
associating the second presence indication with the first region; and
projecting the second presence indication to the nearest user interface object of the first region.
11. The method of claim 1, wherein the shape of the third region is associated with the shape of the second region.
12. The method of claim 1, wherein the shape of the third region is associated with the location of the first presence indication.
13. The method of claim 1, wherein the first dwell time and the second dwell time are each less than one second.
14. The method of claim 1, wherein the size of the third region is associated with the distance from the location of the first presence indication of the first region to the second region.

15. The method of claim 1, further comprising:

outputting, by the computing device for display, a fourth region and a fifth region on the graphical user interface, wherein the fifth region is interposed between the first region and the fourth region, wherein the fourth region has a third user interface object, wherein the fifth region does not include any user interface objects;

increasing, in response to receiving the first presence indication, the size of the fifth region for a fourth dwell time, wherein the fifth region overlays a portion of the fourth region;

receiving, by the computing device, a third presence indication near the third user interface object of the fourth region and substantially within the fifth region; and

determining, in response to receiving the third presence indication and based on the third presence indication being substantially within the fifth region, not to perform an action associated with the third user interface object of the fourth region.

16. The method of claim 16, further comprising:

decreasing, after the fourth dwell time, the size of the fifth region over a fifth dwell time.

17. The method of claim 1, wherein increasing the size of the third region for the first dwell time overlays all of the second region.

18. A device, comprising:

a presence-sensitive display;

a memory configured to store data and computer-executable instructions;

a processor operatively coupled to the memory and the presence-sensitive display, wherein the processor and memory are configured to:

output, for display, a first region, a second region and a third region of a graphical user interface, wherein:

the third region is interposed between the first region and the second region, the first region includes a first user interface object,

the second region includes a second user interface object, and

the third region does not include any user interface objects;

receive an indication of a first input received substantially within the first region;

increase, in response to receiving the indication of the first input and for a first dwell time, a size of the third region, wherein the third region overlays a portion of the second region;

receive an indication of a second input received near the second user interface object of the second region and substantially within the third region; and

responsive to receiving the indication of the second input and based on second input being substantially within the third region, determine to ignore the second input.

19. A non-transitory computer-readable medium encoded with a computer program, the computer program comprising computer-executable instructions that when executed by a processor cause the processor to:

output, by a computing device and for display, a first region, a second region and a third region of a graphical user interface, wherein:

the third region is interposed between the first region and the second region,

the first region includes a first user interface object,

the second region includes a second user interface object, and

the third region does not include any user interface objects;

receive, by the computing device, an indication of a first input received substantially within the first region;

increase, in response to receiving the indication of the first input and for a first dwell time, a size of the third region, wherein the third region overlays a portion of the second region;

receive, by the computing device, an indication of a second input received near the second user interface object of the second region and substantially within the third region; and

determine, in response to receiving the indication of the second input and based on the second input being received substantially within the third region, to decline to perform an action associated with the second user interface object of the second region.

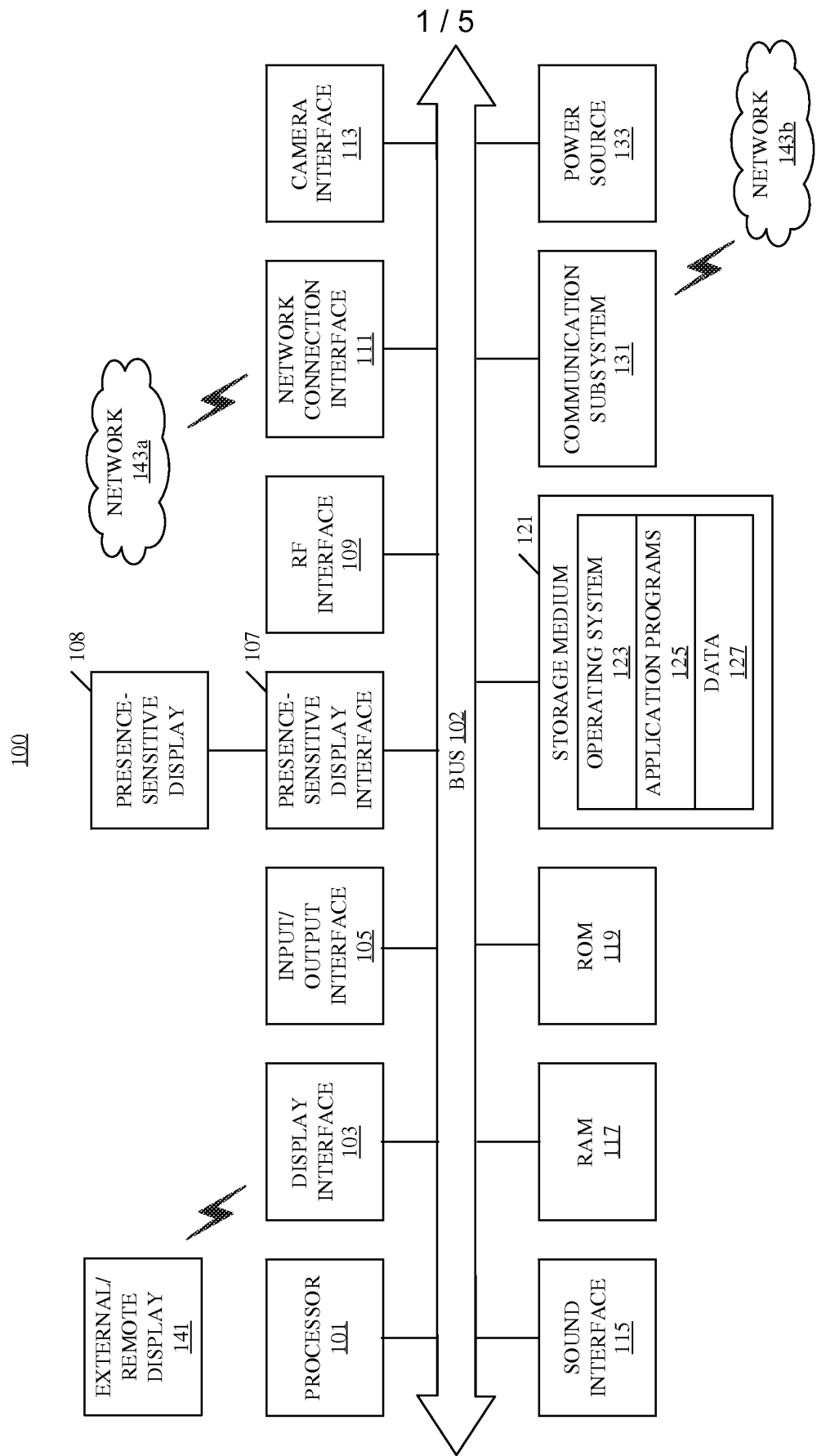


FIG. 1

200a

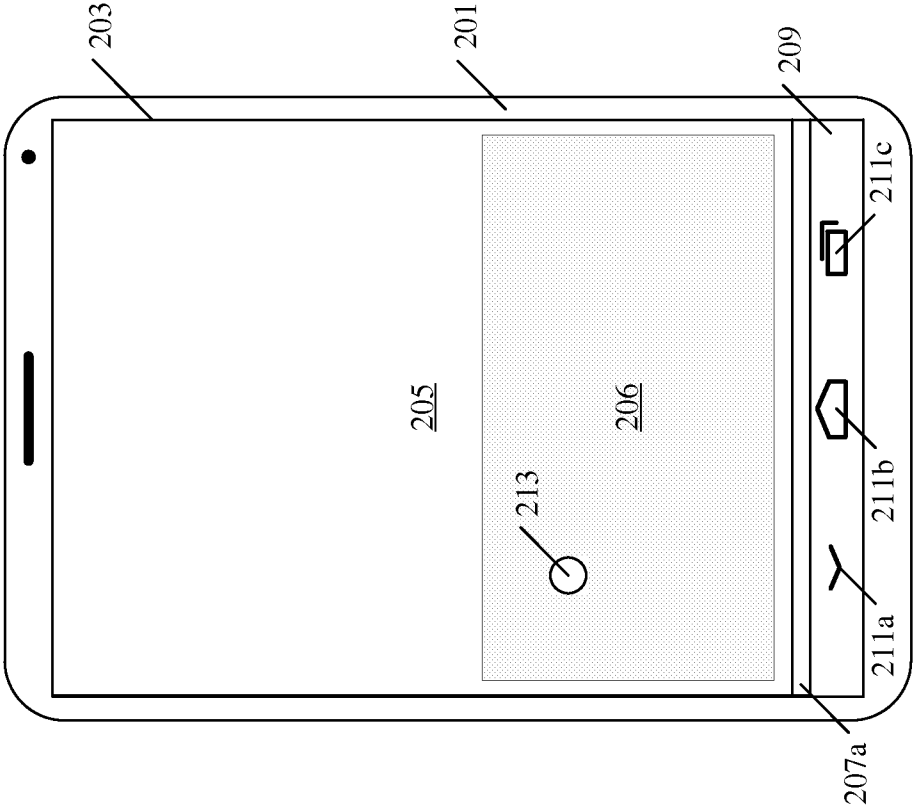


FIG. 2A

200b

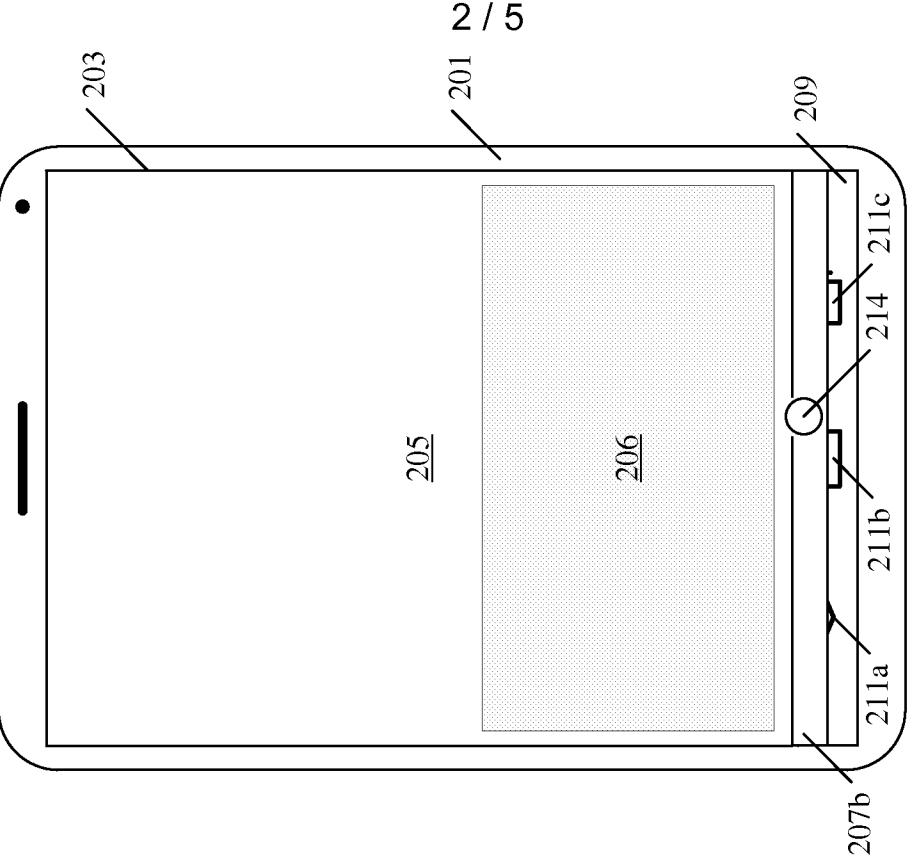


FIG. 2B

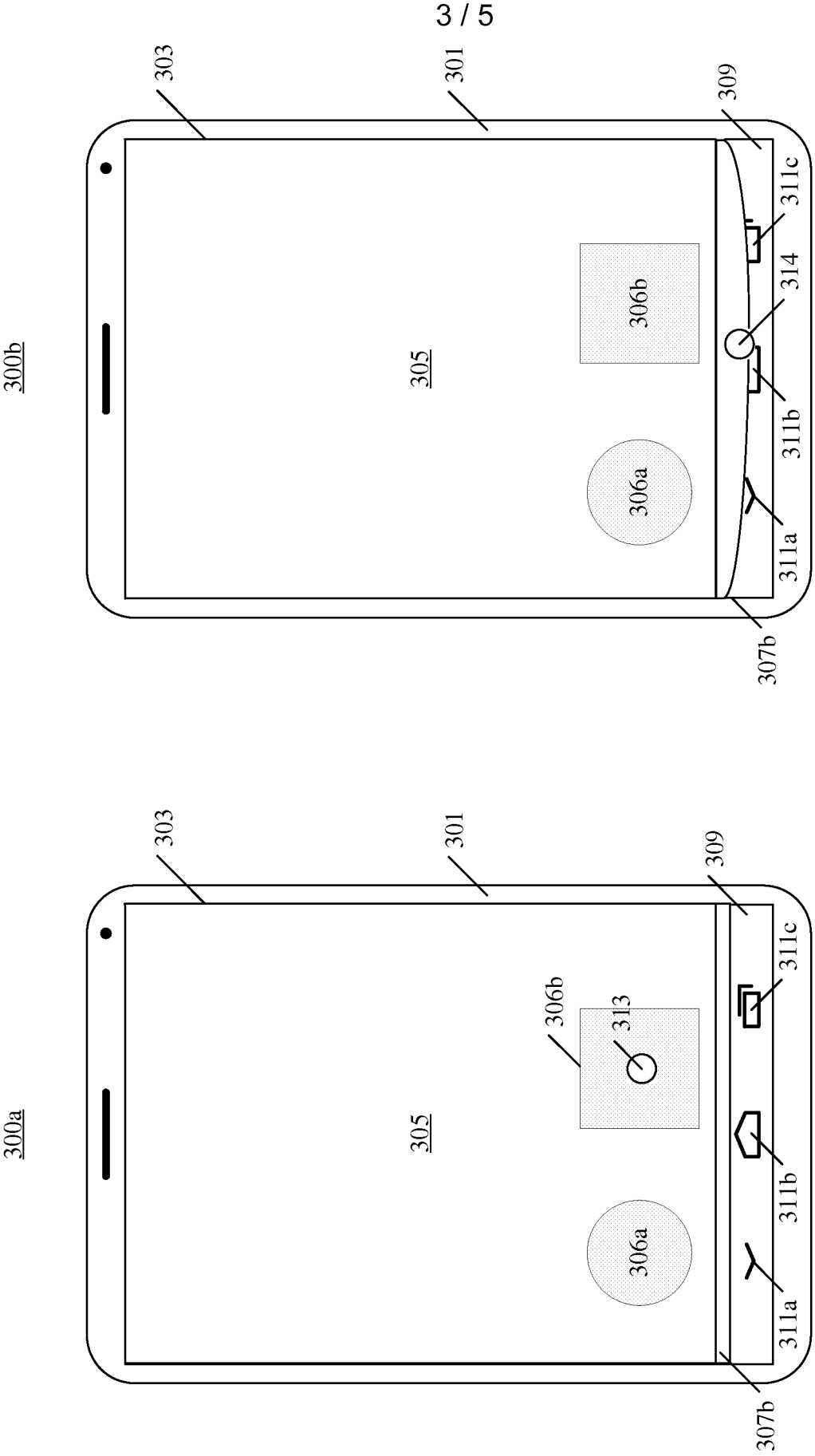
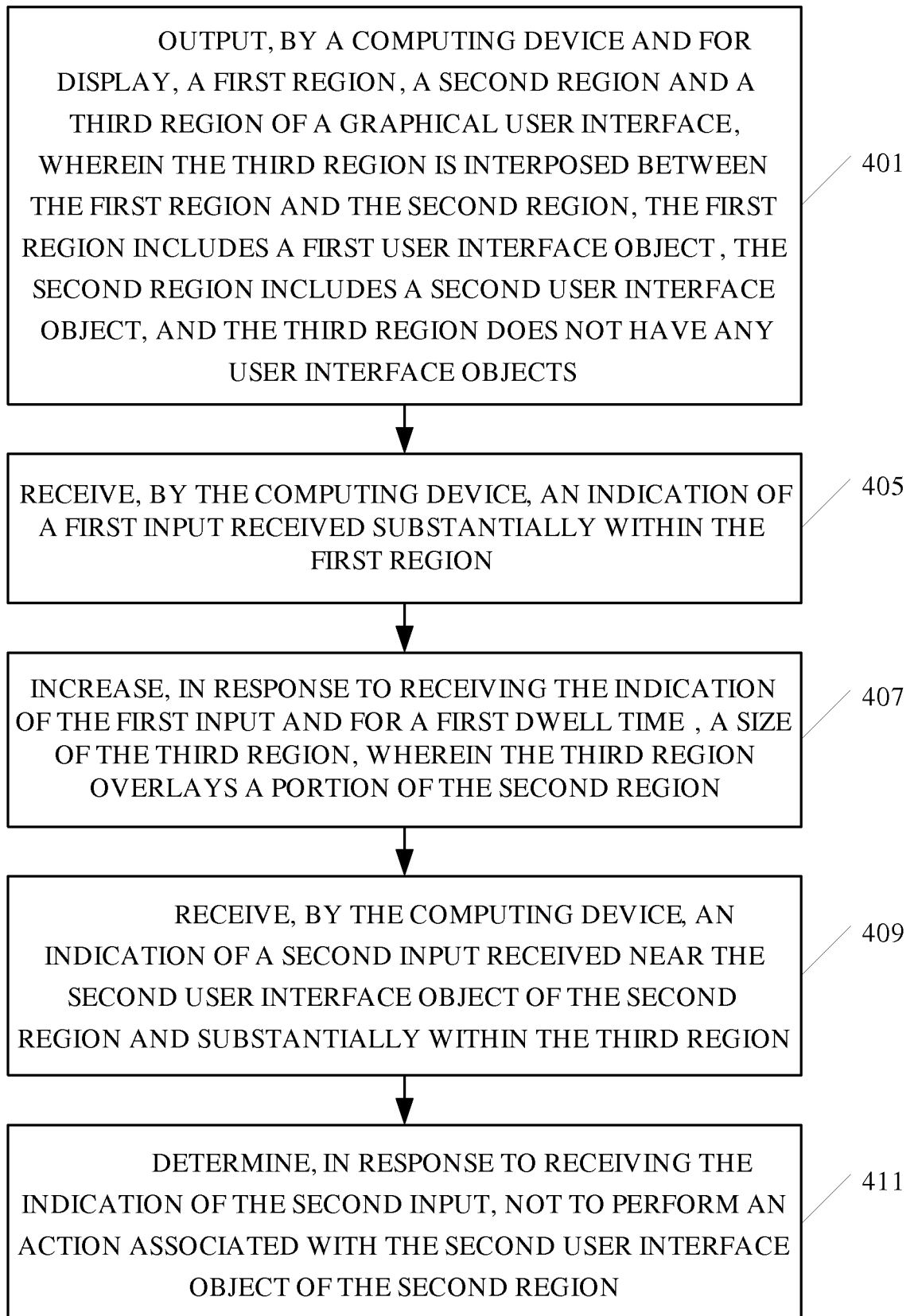


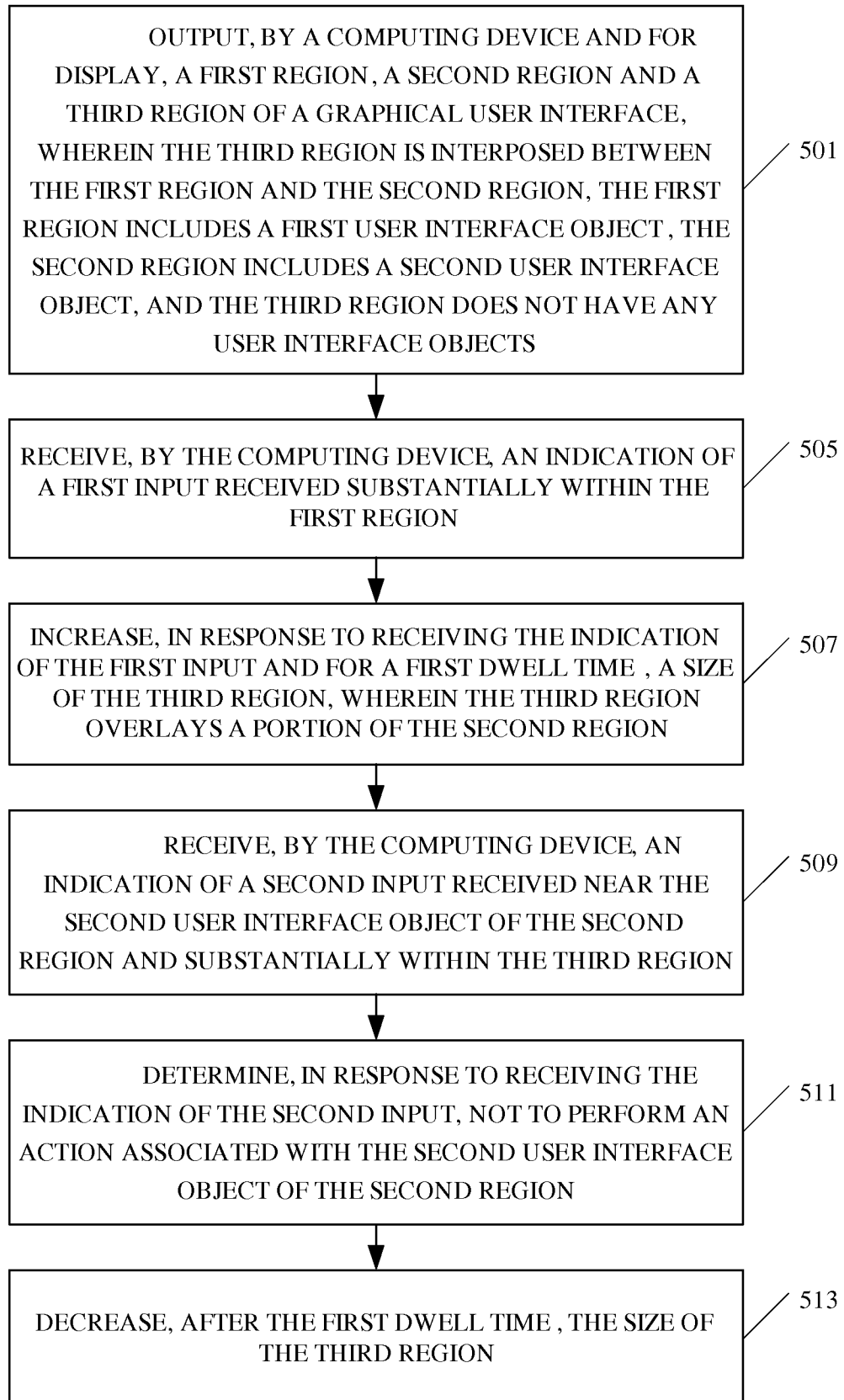
FIG. 3A

FIG. 3B

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400**FIG. 4**

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500**FIG. 5**

INTERNATIONAL SEARCH REPORT

International application No
PCT/US2013/067248

A. CLASSIFICATION OF SUBJECT MATTER
INV. G06F3/0488
ADD.

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
G06F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

EPO-Internal, WPI Data

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X	US 2012/105481 A1 (BAEK SUNG HWAN [KR] ET AL) 3 May 2012 (2012-05-03) paragraphs [0033], [0072] - [0076]; figures 1,8	1-19
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Further documents are listed in the continuation of Box C.



See patent family annex.

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"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

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Date of the actual completion of the international search

27 March 2014

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INTERNATIONAL SEARCH REPORT

International application No

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Information on patent family members

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