

APPARATUS AND SYSTEM FOR REVEALING GRAPHICAL ITEMS ON A MULTI-TOUCH INTERFACE

ABSTRACT

A card gaming apparatus having a multi-touch interface including multiple user areas, each user area is touch sensitive and includes a display for displaying a graphical item having a value, the graphical item being displayable in a first state where the value is viewable and a second state where the value is hidden from view, the multi-touch interface being adapted to detect touch. The apparatus includes a means for determining if the touch is caused by a human hand of a particular user based on the detection of a curved pattern of multiple points of contact, which have a particular orientation, a first component indicative of touch from a distal phalanx, a second component indicative of a middle phalanx, and a third component indicative of a proximal phalanx, and a forth component indicative of a hypothenar of a human hand. In one embodiment the distance between an end point on the hypothenar and an end point on the distal phalanx are detected to determine whether the touch is from a human hand, and to determine the orientation of the hand.

[Figure 10]