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(21) International Application Number: PCT/JP99/06104 (22) International Filing Date: 2 November 1999 (02.11.99) (30) Priority Data: 10/312407 2 November 1998 (02.11.98) JP (71) Applicant: SONY COMPUTER ENTERTAINMENT INC. [JP/JP]; 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP). (72) Inventors: ITO, Takeshi; Sony Computer Entertainment Inc., 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP). KAWAI, Eiji; Sony Computer Entertainment Inc., 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP). YOSHIMORI, Masaharu; Sony Computer Entertainment Inc., 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP). (74) Agent: YAMAMOTO, Toshitake; 301, Ogikubo Sunny Garden, 28-9, Ogikubo 4-chome, Suginami-ku, Tokyo 167-0051 (JP).		(81) Designated States: AU, BR, CA, CN, KR, MX, NZ, RU, SG, European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE). Published <i>With international search report.</i> <i>Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.</i>
(54) Title: INFORMATION COMMUNICATION ELECTRONIC DEVICE AND INFORMATION DISPLAY METHOD		
(57) Abstract An information communication electronic device such as a portable game machine and a method having a display unit which displays a change in a content of information when the electronic device is moved by a user. The electronic device also has a movement detection unit and a control unit. When a movement is made in a predetermined direction by dX in the horizontal direction, and dY in the vertical direction, the portable game machine causes the representative point for main image data to move in that predetermined direction and without changing the movement-system coordinates on the display unit the control unit changes its absolute coordinates by $(+dX, +dY)$ and displays the change on the display unit. The display unit has a pointer and the device causes its representative point to move in the opposite direction, and without changing its absolute coordinates, the control unit changes its movement-system coordinates by $-dX$ in the horizontal direction and $-dY$ in the vertical direction and displays it on the display unit.		