

ABSTRACT

USER INTERFACE WITH MISTOUCH PREVENTION FOR ELECTRONIC GAMES

A method for displaying a user interface in electronic games is disclosed. The method comprises displaying a primary user input element configured to shift from a first original configuration to a shrunken configuration, and displaying a secondary user input element configured to shift from a second original configuration to an enlarged configuration. The first original configuration of the primary user input element occupying a larger area on the display screen than the second original configuration of the secondary user input element. In response to detecting a first user input, shifting the secondary user input element from the second original configuration to the enlarged configuration, and shifting the primary user input element from the first original configuration to the shrunken configuration. The enlarged secondary user input element and shrunken primary user input element reverts to their original configurations when a second user input is detected on the primary user input element.

[Figure 2a]