

12. The device of claim **10** in which the one or more motion actuators comprise vibration units which include a motor and rotating eccentric weight.

13. The device of claim **12** in which the motor is arranged to be driven at variable speed, or for variable duration, or in forward and reverse directions so that a plurality of different motions may be imparted to the touch screen each of the plurality of different motions being usable to simulate a different interaction.

14. The device of claim **10** in which the one or more motion actuators comprise electro-magnets that are configurable to produce a variable magnetic field or comprise electro-static generators that are configurable to produce an electro-static discharge.

15. The device of claim **10** in which the sound rendering device includes either an integrated speaker or an externally couplable headset.

16. A computer-readable medium containing instructions which, when executed by one or more processors disposed in an electronic device, implements an architecture for simulating an interactive 3-D environment for an object displayed on a touch screen associated with the device, the architecture comprising:

a sensory feedback logic component configured for implementing a sensory feedback experience to a user of the device comprising visual feedback, auditory feedback and tactile feedback in response to an input event to a touch screen;

a touch screen controller configured for receiving the input event from the touch screen and controlling rendering of a representation of the object onto the touch screen;

an audio controller configured for controlling playback of an audio sample to confirm the input event through the auditory feedback; and

a motion controller configured for controlling force applied by one or more motion actuators to the touch screen, the force comprising variable direction, duration, and magnitude to provide distinctive motion to the touch screen for each of a plurality of different input events.

17. The computer-readable medium of claim **16** further including a host application configured for generating the interactive 3-D environment.

18. The computer-readable medium of claim **17** further including a hardware abstraction layer comprising a touch screen, audio generator, and one or more motion actuators.

19. The computer-readable medium of claim **18** in which the input event comprises a touch by the user to locate the object displayed on the touch screen by feel.

20. The computer-readable medium of claim **19** in which the input event comprises a touch by the user to interact with the object displayed on the touch screen by feel.

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