

rotating the first bubble to select a gesture to be demonstrated.

18. A computer-readable storage medium storing program code for demonstrating a gesture, the program code for causing performance of a method comprising:

selecting the gesture to be demonstrated; and
 providing a visual representation of the gesture being performed along with one or more objects being manipulated by the gesture, the manipulation occurring synchronous with the performance of the gesture, the one or more objects being representative of the types of objects that can be manipulated by the gesture.

19. The computer-readable storage medium of claim **18**, the program code further for causing performance of a method comprising displaying a list box of gestures that can be selected for demonstration.

20. The computer-readable storage medium of claim **18**, the program code further for causing performance of a method comprising displaying the one or more objects as a function of a context in which the demonstration was initiated.

21. The computer-readable storage medium of claim **18**, the program code further for causing performance of a method comprising displaying a hand performing the gesture as either a right or left hand based upon a pattern of one or more contacts detected on a touch sensor panel.

22. The computer-readable storage medium of claim **18**, the program code further for causing performance of a method comprising providing audio or visual feedback when the gesture causes a touch upon a touch sensor panel.

23. The computer-readable storage medium of claim **18**, the program code further for causing performance of a method comprising cycling through demonstrations of each of a set of gestures.

24. The computer-readable storage medium of claim **18**, the program code further for causing performance of a method comprising:

presenting the visual representation as an animation of the gesture being performed by a hand on or over a touch sensor panel;
 displaying the hand using a transparent or semi-transparent representation of the hand;
 displaying expected contact points with the touch sensor panel under the transparent or semi-transparent representation of the hand; and
 fading the transparent or semi-transparent representation of the hand over time so that only the expected contact points remain over the touch sensor panel.

25. The computer-readable storage medium of claim **18**, the program code further for causing performance of a method comprising displaying a gesture selection panel upon detection of one or more contacts on a touch sensor panel having movement below a certain threshold for a predetermined amount of time, the gesture selection panel for enabling a user to select a particular gesture for demonstration.

26. The computer-readable storage medium of claim **25**, the program code further for causing performance of a method comprising:

displaying a first bubble on the gesture selection panel representing the detected contacts;
 displaying a plurality of second bubbles on the gesture selection panel representing possible gestures to be demonstrated; and
 moving the first bubble against a particular second bubble to select the gesture associated with the particular second bubble to be demonstrated.

27. The computer-readable storage medium of claim **25**, the program code further for causing performance of a method comprising:

displaying a first bubble on the gesture selection panel representing the detected contacts;
 displaying a virtual gesture movie control ring on the gesture selection panel around the first bubble, the virtual gesture movie control ring indicating one or more possible gestures to be demonstrated; and
 rotating the first bubble to select a gesture to be demonstrated.

28. A mobile telephone including a computer-readable storage medium storing program code for demonstrating a gesture, the program code for causing performance of a method comprising:

selecting the gesture to be demonstrated; and
 providing a visual representation of the gesture being performed along with one or more objects being manipulated by the gesture, the manipulation occurring synchronous with the performance of the gesture, the one or more objects being representative of the types of objects that can be manipulated by the gesture.

29. A media player including a computer-readable storage medium storing program code for demonstrating a gesture, the program code for causing performance of a method comprising:

selecting the gesture to be demonstrated; and
 providing a visual representation of the gesture being performed along with one or more objects being manipulated by the gesture, the manipulation occurring synchronous with the performance of the gesture, the one or more objects being representative of the types of objects that can be manipulated by the gesture.

30. A personal computer including a computer-readable storage medium storing program code for demonstrating a gesture, the program code for causing performance of a method comprising:

selecting the gesture to be demonstrated; and
 providing a visual representation of the gesture being performed along with one or more objects being manipulated by the gesture, the manipulation occurring synchronous with the performance of the gesture, the one or more objects being representative of the types of objects that can be manipulated by the gesture.

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