

the user, which makes it easier to use the keyboard and/or the pressing of a wrong key less likely.

18. A device according to claim 17, wherein the processing unit is configured to determine the tactile keyboard appearance and the visual keyboard appearance so that they correspond to each other.

19. A method of managing a virtual keyboard of an electronic device, the method comprising:

determining a tactile appearance of the virtual keyboard;
and

receiving information generated by the pressing of a keyboard key and identifying the key pressed on the basis of the information;

collecting information on the key presses and carrying out an analysis of them; and

re-determining the tactile appearance of the keyboard on the basis of the collected information and the analysis carried out so as to make the keyboard more ergonomic for the user, which makes the use of the keyboard easier and/or the pressing of a wrong key less likely.

20. A method according to claim 19, wherein the information comprises at least one of the following: key press coordinates, keyboard control data and force of the key press.

21. A method according to preceding claim 19, the method comprising using the analysis is used to generate at least one of the following results: coordinates of an accepted key press, coordinates of a rejected key press, coordinates of a corrected key press, time used for successive key presses, mean of the coordinates of the presses of one key, variance of the presses of one key, another statistical variable describing the presses of one key.

22. A method according to claim 21, further comprising identifying a press at the border of two keys or outside the keyboard as a rejected key press.

23. A method according to claim 21, further comprising identifying the following sequence as a corrected key press: the first key press is deleted by the delete key, after which another key is pressed.

24. A method according to claim 19, wherein the tactile keyboard appearance comprises at least one of the following: key size, key shape and key location.

25. A method according to claim 19, further comprising defining limits for the keyboard appearance that the keyboard appearance cannot exceed.

26. A method according to claim 24, further comprising changing the key shape in the main directions.

27. A method according to claim 24, further comprising changing the key shape arbitrarily.

28. A method according to claim 24, further comprising moving the key centre point according to the mean of the coordinates of key presses.

29. A method according to claim 24, further comprising changing the key shape according to the variance of the coordinates of key presses.

30. A method according to claim 24, further comprising changing the key shape using vector quantization, expectation maximization, clustering or another suitable adaptive and/or optimizing method.

31. A method according to claim 19, further comprising determining the tactile keyboard appearance by giving a first tactile feedback on a key press.

32. A device according to claim 31, further comprising determining various first feedbacks, a separate one either for each key or for each key group.

33. A method according to claim 19, further comprising determining the tactile keyboard appearance by giving a second tactile feedback on the key when it is not pressed.

34. A method according to claim 19, further comprising determining the tactile keyboard appearance by giving a third tactile feedback on an area which is outside the keys but belongs to the tactile keyboard appearance.

35. A method according to claim 19, further comprising determining the visual keyboard appearance and re-determining the visual keyboard appearance on the basis of the collected information and the analysis carried out so as to make the keyboard more ergonomic for the user, which makes it easier to use the keyboard and/or the pressing of a wrong key less likely.

36. A method according to claim 35, further comprising determining the tactile keyboard appearance and the visual keyboard appearance so that they correspond to each other.

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