

Finding the underneath application for each contact point, Associating each contact points within an application to a user interface element of this application,

Reducing the gesture recognition to a small set of gestures which are expected for this user interface element.

15. The method as recited in claim **10**, wherein said action consists in controlling a change in the user interface in accordance with the recognized gesture and its related features.

16. The method as recited in claim **10**, wherein the said action consists in providing a user feedback about the recognized gesture.

17. The method as recited in claim **9**, wherein the said action is the conjunction of a user feedback, a change made to the user interface and an application specific action.

18. The method as recited in claim **10**, wherein the said action is a backward compatibility module that interprets the recognized gesture as a command, convert the command to an equivalent sequence of mouse and/or keyboard events (mouse

click, mouse move, key pressed, etc.) and sends these events to the underneath application as virtual mouse and/or keyboard events.

19. The method as recited in claim **10**, wherein the said multi-touch gesture is performed using at least two multi-touch input devices.

20. The method as recited in claim **19**, wherein the said multi-touch gesture is performed by at least two users.

21. The method as recited in claim **20**, wherein the said multi-touch input devices are remote from each other and operatively connected using a network connection.

22. The method as recited in claim **21**, wherein the said application is a remote collaboration tool such as a shared workspace.

23. The method as recited in claim **21**, wherein the said application is a video game.

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