

7. The method of claim 3, wherein:

the determined parameter for each virtual key is an average of the determined parameters for the set of at least one key location corresponding to that virtual key.

8. The method of claim 3, wherein:

for each key location, the determined parameter relating the touch location and that key location is an indication of the physical distance between the touch location and that key location.

9. The method of claim 4, wherein:

for each key location, the determined parameter relating the touch location and that key location is an indication of the physical distance between the touch location and that key location.

10. The method of claim 4, wherein:

the parameter for each virtual key is an average of the determined parameters for the set at least one key location corresponding to that virtual key, weighted to account for a relative size of that virtual key.

11. The method of claim 3, wherein:

for each of at least one of the plurality of virtual keys, at least one of the set of key locations corresponding to that virtual key is a touch location determined previously to be intended to activate that virtual key.

12. The method of claim 2, wherein:

determining a parameter for each virtual key includes accounting for a relative size of that virtual key.

13. The method of claim 2, wherein:

determining a parameter for each virtual key includes heuristic considerations for that virtual key.

14. The method of claim 12, wherein:

the heuristic considerations include considering the meaning of collective input to the touch screen.

15. The method of claim 13, wherein:

considering the collective input includes matching the collective input to a dictionary.

16. The method of claim 13, wherein:

considering the collective input includes considering a likelihood of occurrence of sequences of input.

17. The method of claim 15, wherein:

considering a likelihood of occurrence of sequences of input includes considering a likelihood of occurrence of sequences of a rolling window of input.

18. The method of claim 16, wherein:

considering the collective input includes a combination of considering a likelihood of occurrence of sequence of input and matching the collective input to a dictionary.

19. The method of claim 17, wherein:

considering a likelihood of occurrence of sequences of input includes considering a likelihood of occurrence of sequences of a rolling window of input

20. The method of claim 5, wherein:

determining from the determined parameters the virtual key for which the determined parameter indicates the highest likelihood includes determining for which virtual key the determined parameter indicates the smallest physical distance.

21. The method of claim 6, wherein:

determining from the determined parameters the virtual key for which the determined parameter indicates the highest likelihood includes determining for which virtual key the determined parameter indicates the smallest physical distance.

22. The method of claim 9 wherein:

for each key location, the determined parameter relating the touch location and that key location is an indication of the physical distance between the touch location and that key location.

23. The method of claim 18, wherein:

determining from the determined parameters the virtual key for which the determined parameter indicates the highest likelihood includes determining for which virtual key the determined parameter indicates the smallest physical distance.

24. The method of claim 1, further comprising:

initially determining at least some of the key locations.

25. The method of claim 20, wherein:

the step of initially determining at least some of the key locations includes, for each of the at least some of the key locations, setting that key location to be a touch location.

26. The method of claim 21, wherein:

the step of setting a key location to be a touch location occurs based on detection of a touch locations determined based on a plurality of simultaneous touch input.

27. A method of operating a touch screen to selectively activate a virtual GUI item, comprising:

determining a touch location based on location data pertaining to touch input on the touch screen, wherein the touch input may be intended to activate the GUI item;

for each item location of a set of at least one item locations corresponding to the virtual GUI item, determining a distance between the touch location and that item location; and

processing the determined distances to determine whether the GUI items is activated.

28. The method of claim 27, wherein:

processing the determined distances to determine whether the GUI items is activated includes

determining whether a representative distance is within a particular threshold; and

based thereon, selectively activating the virtual GUI item.

29. The method of claim 28, wherein:

the representative distance is determined by averaging the determined distances.

30. The method of claim 28, wherein:

the representative distance is determined based on the determined distances and also based on a weighting factor, to account for a relative size of the virtual GUI item.

31. A computer-readable medium having a computer program tangibly embodied thereon, the computer program