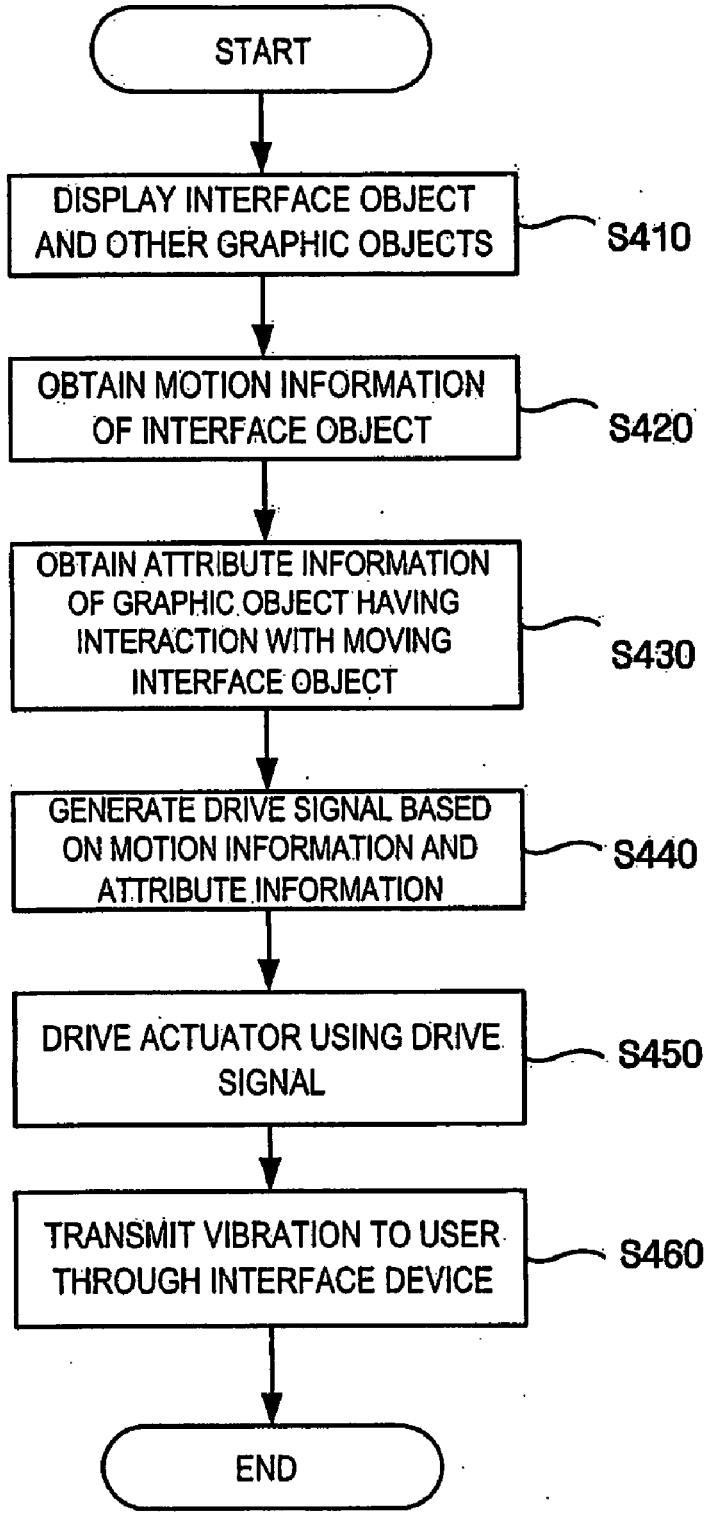
FIG. 4


START
DISPLAY INTERFACE OBJECT AND OTHER GRAPHIC OBJECTS
S410
OBTAIN MOTION INFORMATION OF INTERFACE OBJECT
S420
OBTAIN ATTRIBUTE INFORMATION OF GRAPHIC OBJECT HAVING INTERACTION WITH MOVING INTERFACE OBJECT
S430
GENERATE DRIVE SIGNAL BASED ON MOTION INFORMATION AND ATTRIBUTE INFORMATION
S440
DRIVE ACTUATOR USING DRIVE SIGNAL
S450
TRANSMIT VIBRATION TO USER THROUGH INTERFACE DEVICE
S460
END