

(d) determining a next portion of the list of items based on at least the linear movement; and

(e) displaying the next portion of the list of items.

38. A method as recited in claim 37, wherein the computing device is a general purpose computer.

39. A method as recited in claim 37, wherein the computing device is a media player, and wherein the list of items is a list of media items stored in the media player.

40. A method as recited in claim 39, wherein the media player includes a hard disk drive that stores digital content of the media items.

41. A method as recited in claim 39, wherein the media player is a pocket-sized media player, and the display device is a pixel-based display device.

42. A method as recited in claim 37, wherein said displaying further displays a select bar with the list of items so as to designate one or more of the items.

43. A method as recited in claim 37, wherein said method further comprises:

producing an audio indication of the rotational movement using electrical signals to control an audio producing device.

44. A method as recited in claim 37,

wherein the items are media items and at least a portion of the items in the list are simultaneously displayed on the display device, and

wherein the computing device further includes a hard disk drive that stores digital content of the media items.

45. A computer readable medium including at least computer program code for interacting with a graphical user interface produced on a display device of a computing device, said computer readable medium including at least:

computer program code for receiving a rotational movement associated with a user input action;

computer program code for converting the rotational movement into a linear movement; and

computer program code for applying the linear movement to at least one object of the graphical user interface.

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