

CLAIMS:

1. A method for playing audio on a device, the method comprising the steps of:
a component of a digital work initiating a request for audio data during a rendering of
5 the digital work, the digital work including video data;
in response to the request, receiving the audio data;
while continuing the rendering of the digital work on the device, suspending playback
of first audio data currently playing on the device and playing the received audio data on
the device; and
10 when the received audio data stops playing continuing with the rendering of the
digital work on the device and resuming playback of the first audio data previously playing
on the device.
2. The method of claim 1, wherein the digital work is an interactive digital work.
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3. The method of claim 2, wherein the interactive digital work is a game, mobile
application, or web page.
4. The method of claim 2 or claim 3 further comprising the step of:
20 following playback of the received audio data, changing one or more parameters
within the interactive digital work.
5. The method of claim 4, wherein the one or more parameters alters a user interaction
with the interactive digital work.
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6. The method according to any previous claim, wherein the first audio data is audio
data of the digital work or audio data generated by a separate application.
7. The method according to any previous claim, wherein the component of the digital
30 work initiating the request is a software plug-in.
8. The method according to any previous claim further comprising the steps of:
detecting a current device volume output level; and
if the detected volume output level is below a predetermined threshold then carrying
35 out one or more actions.

9. The method of claim 8, wherein the one or more actions include: issuing a user prompt to increase the volume output level; increasing the volume output level to a predetermined threshold; and/or preventing playback of the audio data until the device volume output level is at or above the predetermined threshold.
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10. The method according to any previous claim further comprising the steps of: receiving a user command to stop playback of the received user data; and in response resuming playback of the audio data of the digital work in place of the received audio data.
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11. The method according to any previous claim further comprising the steps of: monitoring how much of the audio data has been played back; and reporting the monitored playback amount.
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12. The method of claim 11, wherein the component carries out the monitoring and reporting steps.
13. The method according to any previous claim, wherein the audio data is received from a server.
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14. The method of claim 13 further comprising the steps of:
the server receiving the request for audio data;
the server preparing a further request based on request parameters;
the server issuing the further request and receiving in response the audio data; and
25 the server sending the audio data to the mobile device.
15. The method according to any previous claim further comprising the steps of:
the device receiving visual data with the audio data; and
displaying on a display of the device, the visual data together with the video data of
30 the digital work.
16. The method of claim 15, wherein the visual data includes user interaction functionality.
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17. The method of claim 16 further comprising the step of sending a report of user interaction with the visual data user interaction functionality.

18. A computer program comprising instructions which, when the program is executed by a computer, cause the computer to carry out the method according to any previous claim.
- 5 19. A mobile device comprising:
a display; and
means adapted to execute the steps of any of claims 1 to 17.
- 10 20. A system comprising:
a server; and
the mobile device of claim 19.