




EVOLVE 30II

Engineered for flexible connectivity.

Professional headset with great sound for calls and music.

UC-certified means UC-satisfied

When collaboration is easy, everyone is happy, with both their UC platform and their headset. Evolve 30II is UC-certified and available in a Microsoft Teams-certified variant, for truly seamless communication.

Stay connected, using either USB or jack

Connect to your PC via USB-A or USB-C. Use the 3.5mm jack to connect to your mobile device* - such as a smartphone or tablet - to work or listen to music wherever you may be.

Easy call management

In-line call controller with large buttons and LED indicators, making handling of calls and music easy. Pick up or end calls, control volume, or simply mute the line.

Plug-and-play setup

Works out of the box with all leading Unified Communications platforms. Installation is as easy as simply plugging it in.



Connects to*:



* Device dependent

HOW TO CONNECT



Plug the Evolve 30 into a USB port on your computer or connect the headset without the in-line call controller using the 3.5mm jack*

Remove the in-line call controller and use the 3.5mm jack to connect to your mobile device* - such as a smartphone or tablet.



HOW TO USE THE INLINE-CONTROLLER



	FEATURES	BENEFITS
Connectivity	USB-A or USB-C connectivity Certifications	Plug-and-play connectivity to your computer or mobile device* Leading UC vendors and Microsoft teams**
Audio	Microphone Software integration Speakers	Noise-cancelling microphone eliminates background noise Additional features available via Jabra Xpress and Jabra Direct Powerful 40mm speakers deliver richer sound for a more immersive audio experience
Ease of use	Call management All day comfort	Answer/reject calls; increase/decrease speaker volume; mute Leatherette ear cushions and an on-ear wearing style for all-day comfort
Variants	UC and MS variants Wearing styles	Choose from UC or MS Teams variants Available in stereo and mono variants
Compatibility	Leading UC vendors and Microsoft teams**	

* Device dependent