

# Jabra Evolve 30

## More than a headset, a workplace evolution

Evolve 30 is a professional headset designed to help you focus and improve your conversations.

### Stay connected, using either USB or jack

Connect to your PC via USB or use the 3.5 mm jack for connectivity to your personal 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.



Works with softphone, tablet and smartphone

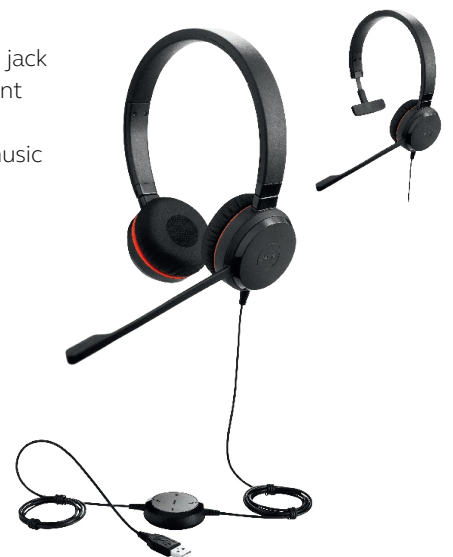
Certified:



### Reasons to choose

#### Jabra Evolve 30

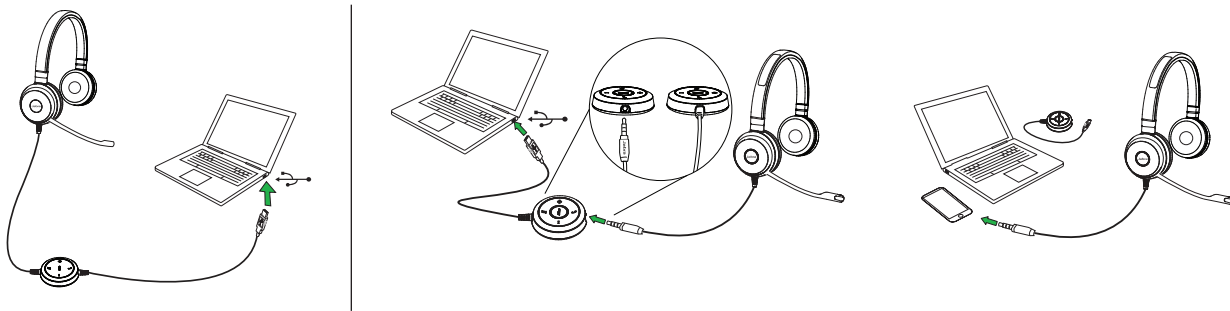
- Works with all smart devices using 3.5mm jack
- Easy call management using control unit
- Made for calls and music



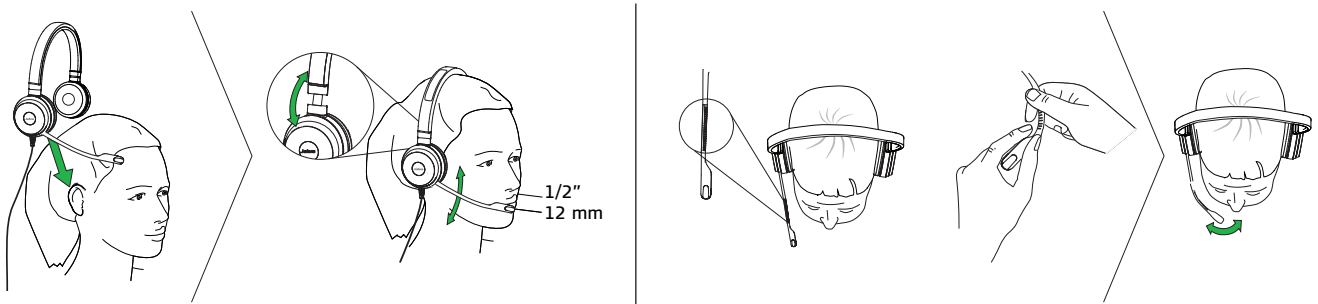
### Connectivity options



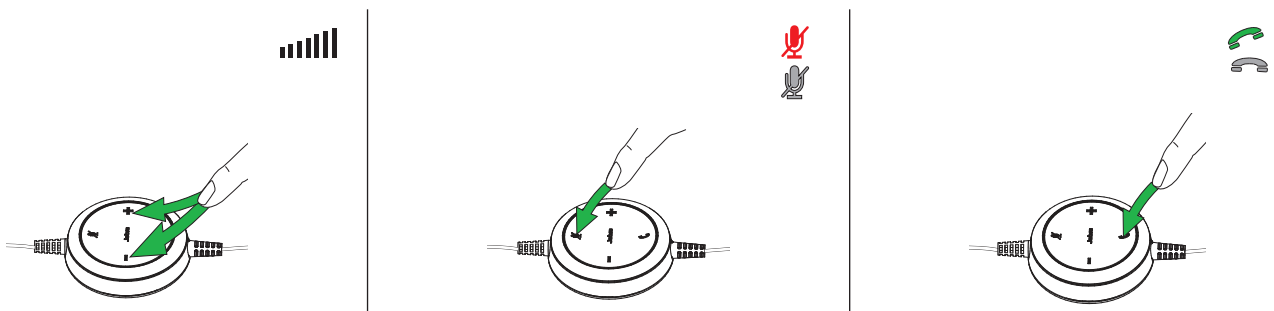
## 01 How to connect





## 02 How to wear



## 03 How to use



Available variants	Variant name	Description	Detail
 Mono  Duo	<b>Jabra Evolve 30 II UC mono</b> Item: 5393-829-309	Corded mono headset for VoIP softphone and smartphone	<ul style="list-style-type: none"> <li>Optimized for Unified Communication with USB adapter that enables easy integration with your PC.</li> <li>3.5 mm jack integrated into the control unit allows you to easily connect your headset to your PC, smartphone and tablet.</li> <li>Leatherette ear cushions.</li> <li>Soft pouch included.</li> </ul>
	<b>Jabra Evolve 30 II UC stereo</b> Item: 5399-829-309	Corded duo headset for VoIP softphone and smartphone	
	<b>Jabra Evolve 30 II MS mono</b> Item: 5393-823-309	Certified for Skype for Business mono headset for VoIP softphone and smartphone	
	<b>Jabra Evolve 30 II MS stereo</b> Item: 5399-823-309	Certified for Skype for Business duo headset for VoIP softphone and smartphone	