




EVOLVE 20 and EVOLVE 20SE

Engineered for call control.

Professional corded headset.
Easy call management.

UC-certified means UC-satisfied

When collaboration is easy, everyone is happy, with both their UC platform and their headset. Evolve20/20SE is UC-certified and available in a Microsoft Teams-certified variant, for truly seamless communication.

Clearer conversation for greater efficiency

Entry-level professional headset with easy call management and great sound for calls and music.

Manage calls easily

Get easy access to the most used functions, like volume and mute. You can also answer and end calls quickly and easily, directly from the control unit.

Flexible plug-and-play connectivity

Works straight out of the box. Installation is as easy as simply plugging it in to the USB port on your computer. Choose between USB-A and USB-C variants

All day comfort (Evolve 20SE)

Built for style and comfort with soft leatherette ear cushions. Adjustable headband lets you find the perfect fit.



EVOLVE 20 SE



EVOLVE 20

Connects to*:

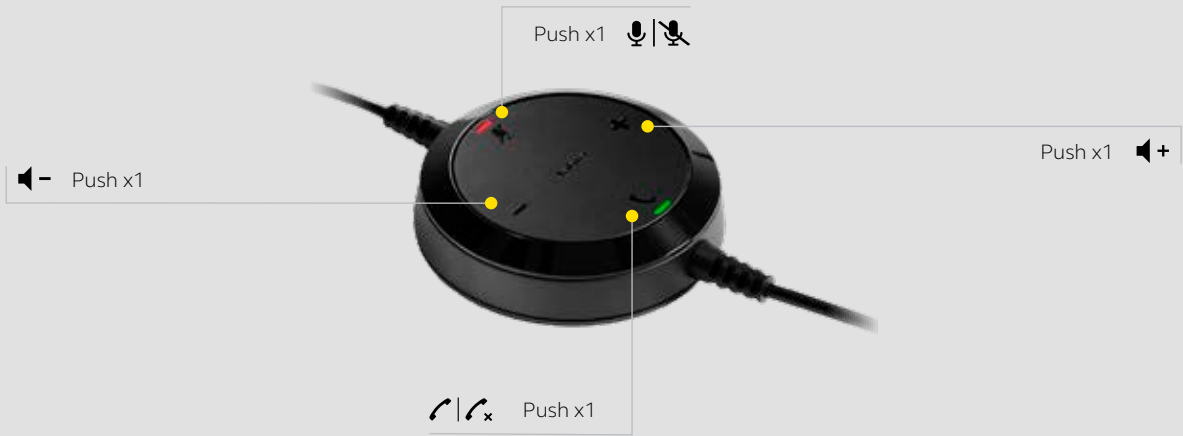


* Device dependent

HOW TO CONNECT



HOW TO USE – CALL MANAGEMENT



FEATURES		BENEFITS
Connectivity	USB-A or USB-C connectivity	Plug-and-play connectivity to your computer or mobile device* via USB-A or USB-C**
	Certifications	Leading UC vendors and Microsoft Teams**
Audio	Microphone	Noise-cancelling microphone eliminates background noise
	Software integration	Additional features available via Jabra Xpress and Jabra Direct
	Speakers	Powerful 28mm speakers deliver richer sound for a more immersive audio experience
Ease of use	Call management	Answer/reject calls; increase/decrease speaker volume; mute
	All day comfort	Foam or leatherette ear cushions** and an on-ear wearing style for all-day comfort
Variants	UC and MS variants	Choose from UC or MS Teams variants
	Wearing styles	Available in stereo and mono variants
Compatibility	Leading UC vendors and Microsoft teams**	Certified for Microsoft Teams Compatible cisco AVAYA DevConnect Technology Partner

* Device dependent ** Variant dependent