1. Summary

FORCE Technology has verified the measurements which contribute towards substantiating the following claim. The claim wording is created by Jabra, for their newly released headset series, Jabra Evolve2. This document specifically covers the product “Jabra Evolve2 30”

<table>
<thead>
<tr>
<th>Product</th>
<th>Claim</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jabra Evolve2 series</td>
<td>“The new standard”</td>
</tr>
</tbody>
</table>

2. Overview

Jabra Evolve2 30 was tested against the largest market leading manufacturers in the business, using 6 major competing products on the market.

Each product was measured on several parameters, and a weighted average score was calculated. The measurements cover a wide range of product characteristics that are relevant to headset usage, user experience and performance. Specialists from FORCE Technology conducted or verified all measurements, to ensure that all products were measured correctly, in the same way and under identical conditions.

The included parameters, which are used as base for this claim are split into 4 areas:

2.1 Area 1 - Concentration
- TNC (Total noise cancellation)
- Music playback (consumer listening test)
- Busylight (yes/no)

2.2 Area 2 - Collaboration
- Tx call-centric mean opinion score (measurement)
  - 10% POLQA
  - 40% G-MOS
  - 50% Distractor MOS
- Rx call-centric mean opinion score (measurement)
  - POLQA
- Microsoft Teams certification

2.3 Area 3 - Flexibility
- Personalization features (yes/no)
- Number of connectivity options

2.4 Area 4 - Data
- Exposure logging (measurement)
- Noise level guidance (measurement)

A weighted average comprising each area-score is calculated, to determine the overall score.
Each area-score is calculated by a weighted average of the parameters that comprise the area. Weightings of area scores and parameters are shown in the table below:

<table>
<thead>
<tr>
<th>Area</th>
<th>A. wgt.</th>
<th>Parameter</th>
<th>P. wgt.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concentration</td>
<td>25%</td>
<td>Rx Call-centric: POLQA</td>
<td>33%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>MS teams certified</td>
<td>33%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tx Call-centric:</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>10% POLQA</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>40% G-MOS</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>50% Distractor MOS</td>
<td>33%</td>
</tr>
<tr>
<td>Collaboration</td>
<td>25%</td>
<td>TNC Perceived loudness attn.</td>
<td>33%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Busylight</td>
<td>33%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Subjective listening test</td>
<td>33%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>*Battery time</td>
<td>25%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Number of connections</td>
<td>25%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Personalization</td>
<td>25%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>*Wireless range</td>
<td>25%</td>
</tr>
<tr>
<td>Flexibility</td>
<td>25%</td>
<td>Exposure Logging</td>
<td>50%</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Noise Level Guidance</td>
<td>50%</td>
</tr>
</tbody>
</table>

* Battery time set to 5 for all products, Wireless range set to 1 for all products (maximum and minimum on the calculation scale, since all tested products were wired (USB))

3. Method descriptions

3.1 TNC (Total noise cancellation):
1. The headset is placed on a head and torso simulator (Brüel & Kjær 4128C). In a diffuse field reverberation room.
2. Any ANC is turned on and set to the maximum noise attenuation.
3. 12 noise scenarios from ETSI EG 202 396-1 are played in the room, and the resulting noise at DRP (Drum Reference Point), is measured, relative to the same level without the headphones.

3.2 Music playback (Consumer listening study):
1. All products are recorded using a Brüel & Kjær HATS 5128. In an ITU-R BS.1116-3-compliant listening room.
   a. All products using default settings with ANC on if available.
   b. If wireless, connected to a Bluetooth dongle.
      i. If a dongle was supplied with the product. This dongle was used. Otherwise a standard dongle (Asus BT400) was used.
   c. If cabled, connected to a computer USB port.
2. Products are recorded using the ETSI EG 202 396-1 Office background noise scenario, and in silent background conditions.
3. Each product was tested using the same 6 music samples, with a duration of ~15 seconds.
4. Product playback levels were calibrated for equal loudness.
5. Audio files were presented via Sennheiser HD650 headphones.
   a. The influence of presentation headphone and HATS ear-canal coupler was compensated prior to the listening test.
6. Products were rated on a 1-5 scale of overall sound quality. (1 Bad, 2 Poor, 3 Fair, 4 Good, 5 Excellent)

7. 32 consumers within the “knowledge worker” category participated in the study, which was conducted using a double blind paradigm.

3.3 Busylight
Check if product has busylight.

3.4 Tx call-centric mean opinion score:
1. 10% POLQA.Tx TQL – average MOS based on the POLQA model.
2. 40% 3QUEST G-MOS – average MOS score with different background noise scenarios and talkers.
3. 50% Distractor MOS – average MOS score with distracting talkers at different positions relative to the headset.

3.5 Rx call-centric mean opinion score:
POLQA.Rx TQL – average MOS score based on the POLQA model.

3.6 Microsoft Teams certification
Check if product is certified for Microsoft Teams.

3.7 Personalization features
Check if there is a personalizable app / software.

3.8 Number of connectivity options
Note the number of connectivity options.

3.9 Exposure logging (measurement)
1. The headset is placed on a head and torso simulator (Brüel & Kjær 4128C)
2. The A-weighted sound pressure level at DRP (Drum Reference Point) is measured while a speech file is played through the headset at 3 different volume settings (50%, 80%, 100%).
3. The DRP level measurement is noted 3 times, with 30 seconds between each measurement for each volume setting, and compared to the headset exposure logging output at identical times.

3.10 Noise level guidance (measurement)
1. The headset is placed on a head and torso simulator (Brüel & Kjær 4128C)
2. A measurement microphone, connected to a sound level meter, is placed close to the right headset earcup.
3. The ETSI EG 202 396-1 Pub background noise scenario is played via 4 loudspeakers, at 3 different levels (averaged across the whole background noise audio file, measured using the measurement microphone, close to the earcup). 50dBA, 70dBA, 90dBA.
4. The A-weighted sound pressure level is noted 3 times, with 30 seconds between each measurement, for each of the 3 noise level settings, and compared to the headset noise level guidance output at identical times.

4. Document validation
FORCE Technology confirms the correct performance of measurements and calculations stated in this document.
FORCE Technology confirms that the Evolve2 series product, Evolve2 30 receives the highest score amongst the tested products, substantiating the claim.

FORCE Technology confirms that on the 8'th of January 2021 the claim within this document for Jabra Evolve2 30 is accurate, in terms of validity of measurements and calculations it is based upon.

Authorized by FORCE Technology