

Razer Proposes Modular PC

Written by Marco Attard
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Upgrading existing PCs might be fun for the enthusiasts, but most customers lack the skills to replace a graphics card, never mind a CPU or a motherboard. Enter Razer's Christine, a concept for a modular PC with plug-and-play upgradability.



The idea behind Christine sounds clever. It essentially consists of a central backbone into which one slots all components making up a PC. Said components-- be it CPU, GPU or HDD-- come as cable-free self-contained modules, and attach into the backbone via PCI-E ports.

Users can attach modules in any order, and each features active liquid cooling and noise cancellation. According to the company these include quad-SLI graphics, multiple SSD and RAID storage components, IO and even power supplies.

"Project Christine is a new concept design that will revolutionise the way users view the traditional PC," Razer boasts. "This is the first gaming system that is able to keep pace with technology and could allow consumers to never buy another PC, or gaming system, again."

In other words, upgrades for everyone, no screwdrivers required! Well, so long those upgrades are Razer-made modules, of course...

We don't know when Christine will hit the shelves (don't forget it's currently just a concept), but the idea does sound intriguing, in the least. Will Razer manage to massively change the very idea of PC building?

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