

Razer unveils another potentially interesting concept design at CES 2012-- "Project Fiona," a 10.1" multitouch tablet with a pair of gamepad-style handles attached to the sides, aiming directly at the gaming market.



The prototype carries an Intel Core i7 processor, together with a 3-axis gyroscope, magnetometer, accelerometer and built-in force feedback. Connectivity comes through wifi and Bluetooth (Razer gives no mention of USB or HDMI ports), while Dolby Theatre v4 enhances audio.

No details are available on battery life, either.

Being a Windows machine it will feature a hybrid UI allowing for immediate access to games, accessible via Windows 8 app. The company says most games should be playable on the device without additional modification, but developers will be able to add Fiona-specific control schemes to take advantage of the touch screen and accelerometer.

Some of you might be reminded of other fascinating Razer concepts that never got to see life beyond prototype stage (so far), the Switchblade and Blade gaming laptops. Will Project Fiona break the pattern? Razer hopes the device will be available sometime around Q3 or Q4 2012, once Windows 8 is out on the market.

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