# Comparative Summary: Web 1.0 to Web 5.0

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| Parameter | Web 1.0 | Web 2.0 | Web 3.0 | Web 4.0 | Web 5.0 |
| Time Period | 1990s to early 2000s | Early 2000s to early 2010s | Early 2010s to present | Late 2010s to early 2020s | Mid-2020s onwards |
| Content Type | Static | Dynamic and interactive | Semantic and data-driven | Intelligent and ubiquitous | Fully immersive, emotional, and intuitive |
| User Interaction | Minimal (read-only) | Active participation (read/write) | Personalized and contextual | Predictive and adaptive | Emotion-aware, human-like interactions |
| Technology Used | HTML, HTTP | HTML, CSS, JavaScript, AJAX, APIs | Semantic Web, RDF, SPARQL, Blockchain | IoT, AI, Machine Learning, Big Data | AI, Brain-Computer Interfaces (BCI), AR/VR, Emotional AI |
| Example Platforms | Personal websites, directories | Social media (Facebook, YouTube), blogs | Siri, Alexa, Ethereum, Wolfram Alpha | Smart homes, autonomous vehicles | Fully immersive virtual worlds, AI-driven assistants |
| Security Concerns | Simple vulnerabilities (e.g., XSS) | Data privacy, phishing, malware | Data manipulation, identity theft | IoT device hacking, data aggregation risks | AI manipulation, emotional hacking |
| Attacks | Basic website defacement, SQL injection | Phishing, XSS, DDoS | Smart contract exploits, Sybil attacks | IoT botnets, ransomware | Deepfakes, AI-powered social engineering |