

The way people interact online differs significantly from in-person socializing. While face-to-face interactions rely on nonverbal cues like facial expressions and body language for understanding, online communication relies heavily on written text, making it more susceptible to misinterpretations due to the lack of context and vocal intonation. This ambiguity in online communication can lead to misunderstandings and difficulties in accurately interpreting the intended meaning of messages. Furthermore, the turn-taking dynamics differ between the two modes. In-person conversations are characterized by rapid and fluid exchanges, with short pauses and frequent overlaps. Online communication, particularly through audio and video calls, can experience disruptions in turn-taking due to non-verbal cues and network latency. The formality of online conversations can also influence interaction dynamics. Socializing in person provides a higher level of social connection and positive impact. The physical presence of others, the ability to perceive nonverbal expressions, and the shared experiences contribute to a more fulfilling and meaningful interaction. Online socializing, although useful during the pandemic, has been found to be less satisfying compared to in-person encounters. The physical presence of others, sharing experiences, and expressing emotions through nonverbal cues create a more intimate and impactful connection in person. Despite the differences, both types of socializing share similarities in the number of people involved and the duration of interaction. The core elements of communication, such as verbal cues and the information conveyed through words, remain consistent across both modes. In essence, the unique and irreplaceable nature of in-person socializing provides a higher level of social connection and positive affect compared to virtual interactions. The ability to perceive nonverbal cues, experience physical presence, and engage in shared experiences .creates a more enriching and meaningful social interaction