

The impact of cafes on the socialisation patterns and social interaction of young people in the digital era

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Abstract

This study aims to examine the impact of cafes as gathering places for young people on their socialisation patterns and social interaction in the digital era. Using a mixed-methods approach, the study combines quantitative surveys, in-depth interviews, and observations of young people who frequently visit cafes. The findings indicate that cafes serve as important spaces for social interaction, both face-to-face and through digital media. Key findings highlight the benefits of cafes in facilitating social gatherings, discussions, and remote work, while also revealing negative impacts such as reduced quality of face-to-face communication due to digital device usage. This study contributes to understanding the role of cafes as hybrid spaces combining physical and digital interactions. Policy recommendations include promoting healthy face-to-face communication while leveraging cafes' positive potential to build social networks among young people.

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Introduction

The rise of the digital era has brought significant changes to various aspects of life, including young people's socialisation patterns and social interactions. This transformation is influenced not only by technological advancements but also by lifestyle changes, including the growing popularity of cafes as gathering places. Cafes have evolved into alternative social spaces that cater to the need for interaction, relaxation and the expression of individual identity within urban society. As noted by Laurier & Philo (2007), cafés function as flexible everyday spaces that partially replace the functions of the home and traditional public spaces. This is reinforced by Waxman (2006), who emphasises that the relaxed atmosphere and interior aesthetics of cafés create an emotional connection for visitors. In the context of modern urban life, Bookman (2014) demonstrates that cafés have also become arenas for lifestyle-based social construction. This phenomenon aligns with Oldenburg (1999) 'third place' theory, which



positions the café as an informal social space increasingly replacing the roles of parks, homes, and traditional communal spaces.

In the context of socialisation, cafes provide platforms for both face-to-face and digital interactions. Previous studies have shown that young people often utilise Wi-Fi facilities in cafes to work, study, or browse the internet, creating a hybrid interaction pattern between physical and virtual spaces (Syamsiyah, 2025; Taştan & Polatoğlu Serter, 2026; Zainuddin & Shujahat, 2022). However, the dominance of digital interactions has the potential to diminish the quality of face-to-face communication, which is a critical issue in an increasingly connected digital era.

Research has shown that the mere presence of digital devices can negatively impact the quality of conversation and empathy between individuals. Studies conducted by Przybylski and Weinstein (2013) and Misra et al. (2016) highlighted that even when devices are not in active use, they can reduce the depth of interpersonal interactions. From a broader perspective, Turkle (2015) has critiqued the evolution of communication practices, arguing that technology has led to a shift from reflective, meaningful conversations to shallower, more fragmented exchanges.

Furthermore, the work of Verduyn et al. (2017) and Nowland et al. (2018) indicates that digital interactions can have mixed effects. While they can enhance connectivity among individuals, they may also detract from the quality of face-to-face relationships and increase feelings of loneliness, particularly if technology is not used constructively. This phenomenon significantly impacts socialisation patterns and social interaction. Cafes, as gathering spaces, attract young people who prefer these venues to formal settings such as homes or schools. By creating a relaxed, informal environment, cafes allow young people to interact authentically and spontaneously, thereby strengthening their relationships.

Previous research has explored the role of cafes in facilitating social interaction, but most studies have focused more on economic aspects and spatial design than on their impact on young people's socialisation patterns (Monadia et al., 2023). Moreover, many studies have not deeply examined the influence of digital technology use in cafes on social interactions. This research gap necessitates further attention.

Young people possess unique characteristics in their use of social spaces. Boyd (2014) emphasises that adolescents live within an ecosystem of 'networked publics', where social experiences are constantly mediated by digital technology. Hampton and Gupta (2008) demonstrate that public spaces, such as cafés, have evolved into places for work and interaction enabled by digital connectivity. Meanwhile, Hampton and Gupta (2013) identified the emergence of "portable private territory," a condition in which individuals remain digitally connected even whilst in public spaces. This finding is reinforced by Thulin and Vilhelmson (2019), who demonstrate that young people's use of digital media alters their perceptions of space, time, and social interaction. This creates social dynamics distinct from previous generations. Therefore, understanding how cafes shape young people's socialisation patterns and interactions, especially within Indonesia's cultural and lifestyle context, is essential.

In Indonesia, cafes have become an integral part of urban culture. Several studies indicate that cafés in Indonesia have evolved into a key element of urban culture, particularly amongst the urban middle class. Mario (2024) asserts that modern coffee culture is not merely about consumption, but also serves as a symbol of lifestyle and social identity. Purnomo et al. (2021) link this phenomenon to the growth of the urban middle class, which has turned cafés into spaces for social interaction and status display.

Furthermore, Hanafiah et al. (2025) demonstrate that cafés function as alternative social spaces that shape the patterns of urban social relations. This transformation is further reinforced by Monadia et al. (2023), who emphasise that cafés are part of a culture of consumption that reflects changes in the values and preferences of modern Indonesian society.

However, further research is needed to evaluate the extent to which cafes contribute to changing social norms and interaction patterns in modern society.

Cafes' presence in young people's lives is often documented on social media. Activities at cafes are frequently captured in photos and videos shared online, creating narratives of their social lives. While cafes facilitate social interaction, they can also foster social isolation. For instance, young people may focus more on their devices than on direct interactions, creating a paradox between physical presence and digital engagement (Priyono, 2007).

This study employs a mixed-methods approach to gain a comprehensive understanding of this phenomenon. The combination of quantitative surveys to measure visitation frequency and preferences, along with qualitative interviews to explore young people's social experiences, aims to address the research questions about the role of cafes in shaping socialisation patterns in the digital era. By examining the impact of cafes on young people's socialisation and interaction patterns, this study is expected to provide new insights relevant to policy development and the design of social spaces. The findings also have the potential to serve as a reference for future studies exploring the dynamics of social interaction in the digital age.

Method

This study adopts a mixed-methods approach, combining quantitative and qualitative methods to achieve a comprehensive understanding of the impact of cafes on young people's socialisation patterns in the digital era. This approach was chosen to gather measurable quantitative data and in-depth qualitative insights. The study employs an explanatory sequential design, where quantitative data collection and analysis precede qualitative data collection and analysis. This approach aims to strengthen the quantitative findings with more in-depth qualitative insights (Creswell, 2018; Yin, 2017).

The study population comprises young individuals aged 18-30 who frequently visit cafes in urban areas. A purposive sampling technique was employed to select 150 respondents for the quantitative survey. For qualitative interviews, 15 respondents were purposively selected based on their frequency of cafe visits and the variety of activities they engage in. Research instruments included structured questionnaires to collect data on cafe visitation frequency, purposes, and social interaction patterns. Semi-structured interview guides were utilised to explore respondents' social experiences and views on how cafes influence their social interactions. Non-participant observations were conducted in five popular cafes to document social interaction patterns and digital device usage.

Quantitative data were gathered via online surveys using Google Forms. Qualitative interviews were conducted both in person and online, lasting 30-60 minutes each. Observations were conducted over one week, with an average session duration of 2 hours per cafe. Data were analysed using descriptive and inferential statistics in SPSS. Interview data were thematically analysed using Braun and Clarke's (2006) approach, while observation data were documented as field notes to support qualitative findings. By employing this method, the study aims to provide a holistic depiction of cafes' impact on young people's socialisation patterns in the digital era.

Results and Discussion

Socialisation Patterns

Socialisation is the process of learning and internalising the norms, values, culture, and behaviours prevailing in a society. Socialisation patterns encompass various ways in which individuals learn and adopt social norms. Common socialisation patterns often involve key socialisation agents such as family, school, peers, mass media, and religion. Below are some common socialisation patterns (Aguayo et al., 2021).

Table 1.*Observed Patterns*

| No | Aspect | Observed Patterns |
|----|--------------------------|---|
| 1 | Family Socialization | <ul style="list-style-type: none"> • The family serves as the primary agent of socialization in an individual's life. • Norms, values, and culture are passed down from one generation to the next. • The family provides the initial foundation for shaping an individual's social identity (Helmawati, 2014; Lerner, 2015; Smetana, 2017). |
| 2 | School Socialization | <ul style="list-style-type: none"> • Schools provide socialization experiences through interactions with teachers, classmates, and the curriculum. • School norms and etiquette are taught to shape appropriate social behavior (Chávez et al., 2022; Zheng & Zhang, 2026). |
| 3 | Peer Socialization | <ul style="list-style-type: none"> • Peers play a vital role in shaping social values and personal identity. • Through interactions with peers, individuals learn norms and communication methods accepted within their social groups (Chávez et al., 2022; Zheng & Zhang, 2026). |
| 4 | Mass Media Socialization | <ul style="list-style-type: none"> • Mass media, such as television, radio, the internet, and print media, plays a role in shaping social perceptions. • Media introduces individuals to popular culture, trends, and values that can influence their worldview (Berndt et al., 1990; Kross et al., 2021; Valkenburg et al., 2022). |
| 5 | Religious Socialization | <ul style="list-style-type: none"> • Religion serves as a source of moral and ethical values that guide individual behavior. • Religious rituals, moral teachings, and religious communities significantly influence individual socialization (Ebaugh, 2005; Valkenburg et al., 2022) |
| 6 | Community Socialization | <ul style="list-style-type: none"> • Society at large provides social norms and expectations for individual behavior • Laws, rules, and social norms form the foundation for social interactions (Gross & Vostroknutov, 2022; Zhang et al., 2023). |

Source: Author Collected, 2025.

It is important to note that socialisation patterns may vary across cultures and communities. The interaction between different socialisation agents shapes the social identity and behaviour of individuals within a society (Smith & Hart, 2022; Verduyn et al., 2020).

Social Interaction

Setiadi and Kolip (2013) describe social interaction as the interconnectedness among individuals and groups. According to Jacky, social interaction refers to any actions occurring between two or more entities that influence one another. The importance of mutual influence in interactions is emphasised, while shared orientation is regarded as an essential element of social interaction. It is noteworthy that merely observing others without their awareness does not constitute social interaction, as it lacks acknowledgement from the observed party. Additionally, social interaction is considered equivalent to social processes (Setiadi & Kolip, 2013). Symbolic interaction emerges from the basic concept of meaning formation, grounded in individuals' perceptions of themselves and their relationships in social interaction. The goal is to convey, mediate, and interpret meaning within the social environment where the individual resides (Jansson & Lindell, 2018; Vygotsky & Cole, 1978).

Social interaction refers to the process of reciprocal actions and communication between individuals or groups within a society. This interaction involves the exchange of information, ideas, emotions, or behaviours among participants. Generally, social interaction can occur in various forms, including verbal and non-verbal communication, behavioural exchange, collaboration, or conflict.

Social interaction plays a crucial role in shaping a community's social structures, norms, and values. It can occur in different contexts, such as family, school, workplace, or other social settings. The process of social interaction helps shape individuals' and groups' social identities and influences behavioural patterns and relationships among community members. In sociology, social interaction is analysed to understand how individuals and groups influence one another and shape social structures. The study of social interaction helps explain social dynamics, socialisation processes, social conflicts, and communication patterns within society (Lasswell, 1960; Vygotsky & Cole, 1978).

The Concept of Cafes

A cafe is a type of business or establishment that provides beverages, light snacks, and often full meals, served in a comfortable and relaxed environment. Cafes are commonly frequented by individuals looking to unwind, meet friends, work, or simply enjoy leisure time while savouring food or drinks. Café atmospheres are often designed to create a pleasant, welcoming ambience, featuring comfortable furniture and attractive decor. While cafes are traditionally associated with coffee, many also serve a variety of non-coffee beverages, teas, and a wide selection of light snacks or main courses.

Cafes can range in style and theme, from simple establishments with wooden tables and chairs to modern cafes featuring innovative designs. Some cafes also offer amenities like free WiFi, making them popular spots for work or internet browsing. Generally, cafes are an integral part of urban culture, serving as important venues for social interaction and relaxation (Noaime et al., 2025).

The concept of cafes introduced in Indonesia brings a fresh nuance for visitors. Nowadays, people visit cafes not only to enjoy a warm cup of coffee but also to capture picturesque scenes with their mobile phones and share them on social media platforms. The changing meaning of cafes, particularly in Indonesia, is not without reason. With rapid technological advancements and modern developments, the needs of young people and adults have become increasingly complex.

The physical, mental, and emotional demands of life drive younger generations to seek new spaces as outlets, places to socialise with friends, or simply unwind alone when overwhelmed by daily routines. Thus, the emergence of cafes provides today's youth with a way to relieve stress, recover from fatigue, and find a place for relaxation and self-entertainment (Oldenburg, 1999; Syamsiyah, 2025; Taştan & Polatoğlu Serter, 2026).

Types of Cafes

Cafes exhibit a wide range of concepts and themes that reflect the diversity of local culture, tastes, and creativity. Below are some common distinctions found among cafes in Indonesia: (Monadia et al., 2023; Setyani et al., 2022).

1. Concept and Theme:

- a. **Traditional Cafes:** Highlighting local cultural themes, such as Javanese, Balinese, or Sundanese culture. Interiors and menus often feature traditional elements like wooden furniture, batik patterns, and regional delicacies.
- b. **Modern Cafes:** Featuring minimalist, industrial, or Scandinavian concepts, often incorporating modern furniture, monochromatic colours, and simple designs.
- c. **Themed Cafes:** Designed around specific themes, such as anime, movies, or specific hobbies (e.g., cat cafes or book cafes).

2. Menu Types:
 - a. Coffee Cafes: Focused on various types of coffee, including local varieties such as Gayo coffee, Toraja coffee, and Luwak coffee, often showcasing diverse brewing methods like V60 and French press.
 - b. Fusion Cuisine Cafes: Offering combinations of Western and Indonesian dishes, such as rendang burgers or sambal matah pasta.
 - c. Dessert Cafes: Specialising in desserts such as ice cream, cakes, and other sweet treats.
3. Atmosphere and Experience:
 - a. Instagrammable Cafes: Designed to attract social media attention, featuring striking decor, mural walls, and good lighting for photography.
 - b. Unique Experience Cafes: Offering distinctive experiences like live music, natural scenery (mountain or beachside cafes), or coworking spaces.
4. Location and Target Market:
 - a. Urban Cafes: Located in city centres, targeting young adults or office workers, often strategically near malls or office buildings.
 - b. Tourist Area Cafes: Positioned in tourist areas with scenic views, often catering to both domestic and international tourists.
 - c. Campus or School Cafes: Targeting students with affordable prices and comfortable settings for studying or discussions.
5. Quality and Price:
 - a. Premium Cafes: Featuring high-quality ingredients, including speciality coffee beans and imported materials, generally priced higher and aimed at upper-middle-class customers.
 - b. Budget Cafes: Offering more affordable menus, often with smaller portions or simpler options.

Each cafe in Indonesia has its unique characteristics, reflecting the cultural, lifestyle, and taste diversity of the local community.

The Concept of Youth

The term "youth" refers to a group of individuals within a certain age range, generally including teenagers and young adults. The exact definition of youth may vary depending on context, culture, and the society where the term is used. Broadly, youth encompasses individuals who are still in stages of physical and emotional development, pursuing education, and often beginning to form personal identities and values (Patton et al., 2016; Sawyer et al., 2018). They tend to have different life perspectives compared to previous generations and frequently play a vital role in shaping emerging social, cultural, and political trends. It is important to note that the age range considered as "youth" can vary, and there is no rigid definition. Some communities and researchers may use specific age criteria or social references to identify youth in particular contexts.

Cafes as Socialisation Spaces

Previous research has shown that cafes have become a favourite place for young people to gather and interact. However, not much research has focused on their impact on socialisation patterns and social interaction. Cafes are often considered suitable venues for socialisation for several reasons (Setyani et al., 2022):

1. Relaxed Atmosphere: Cafes typically offer a relaxed and comfortable environment. Soft lighting, cozy furniture, and appealing decor create an ideal setting for conversations and relaxation.

2. **Food and Beverages:** Cafes serve a variety of drinks and foods that encourage people to sit down and enjoy them with friends or colleagues, providing opportunities for informal gatherings.
3. **Wi-Fi and Other Facilities:** Many cafes offer free Wi-Fi, making them excellent spots for business meetings, group discussions, or simply surfing the internet with friends.
4. **Diverse Visitors:** Cafes often attract a wide range of people, including students, freelancers, professionals, and more. This diversity creates opportunities to meet and interact with individuals from various backgrounds.
5. **Background Music:** The music played in cafes is often soft and non-intrusive, fostering an environment conducive to conversation.
6. **Flexible Hours:** Many cafes stay open late, providing extended time for gatherings and discussions.
7. **Special Events:** Some cafes host special events such as live music performances, open mic nights, or art exhibitions, which can serve as focal points for social interactions.
8. **Group-Friendly Design:** Certain cafes offer tables or spaces specifically designed for group meetings or discussions.

The noise levels in cafes can vary, and preferences differ among individuals. Some people find cafes with background music and other activities enhance the social atmosphere, while others may prefer quieter settings for deeper conversations.

The Impact of Cafes on Youth Socialisation Patterns and Social Interaction in the Digital Era

The proliferation of cafes in the digital era has significantly impacted the socialisation patterns and social interaction of youth. Cafes have evolved into spaces that combine physical and digital experiences:

1. **Physical Socialisation Spaces:** Cafes provide venues for young people to meet directly with friends or colleagues. However, interactions are often fragmented by activities on digital devices, such as social media use or laptop work.
2. **Work-and-Chill Culture:** Many cafes with Wi-Fi and comfortable atmospheres encourage remote work and learning. This has reshaped social interaction patterns, making working or studying alone in public spaces commonplace.
3. **Digital Interaction:** Even when physically present with others, the focus of interactions often shifts to digital realms, such as messaging or social media. This creates a duality in interactions: physical presence, yet most social connections occur virtually.
4. **Changing Social Norms:** Cafes are shifting traditional norms of socialisation, with deep conversations giving way to brief chats, often interspersed with online activities.
5. **Social Inequality:** Although cafes can be inclusive spaces, there is a disparity between those who can afford to access cafes and those who lack the financial resources to participate in this culture.

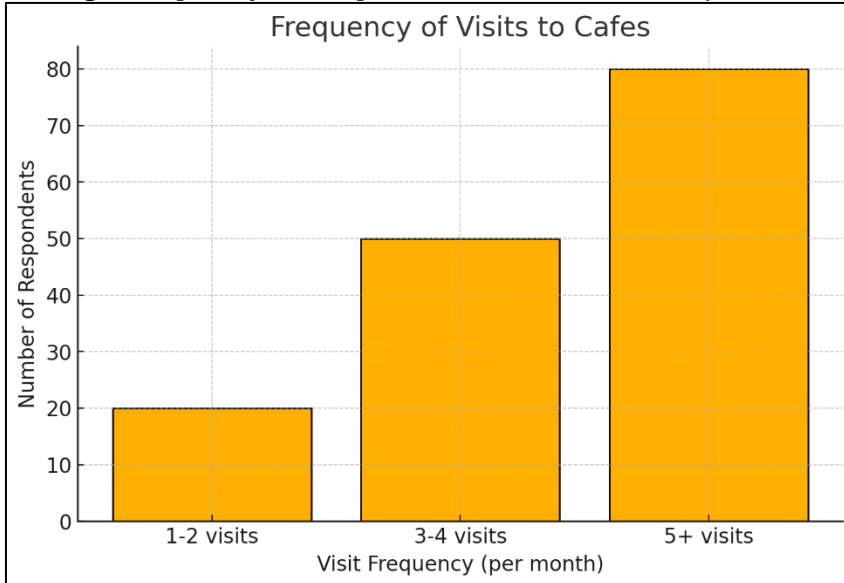
Most respondents reported visiting cafes more than five times per month, indicating that cafes have become an integral part of young people's daily lives. This phenomenon is illustrated in Figure 1.

Figure 1 illustrates that the majority of respondents (80 individuals) visit cafes more than 5 times per month, followed by 3-4 times (50 individuals) and 1-2 times (20 individuals). These findings align with the study by Harborth and Pape (2021), which found that public spaces, such as cafes, often serve as important venues for young people to establish social and emotional routines in the digital era. This highlights the role of cafes not only as places to enjoy coffee but also as social hubs that support a modern lifestyle.

Meanwhile, 33% of respondents visit cafes three to four times per month, indicating that this group utilises cafes as occasional relaxation spaces. This is consistent with the findings of de Valk et al. (2015), who found that the relaxed atmosphere and technological accessibility of cafes attract young people for periodic visits.

Figure 1.

Average Frequency of Respondents' Visits to Cafes (Per Month)

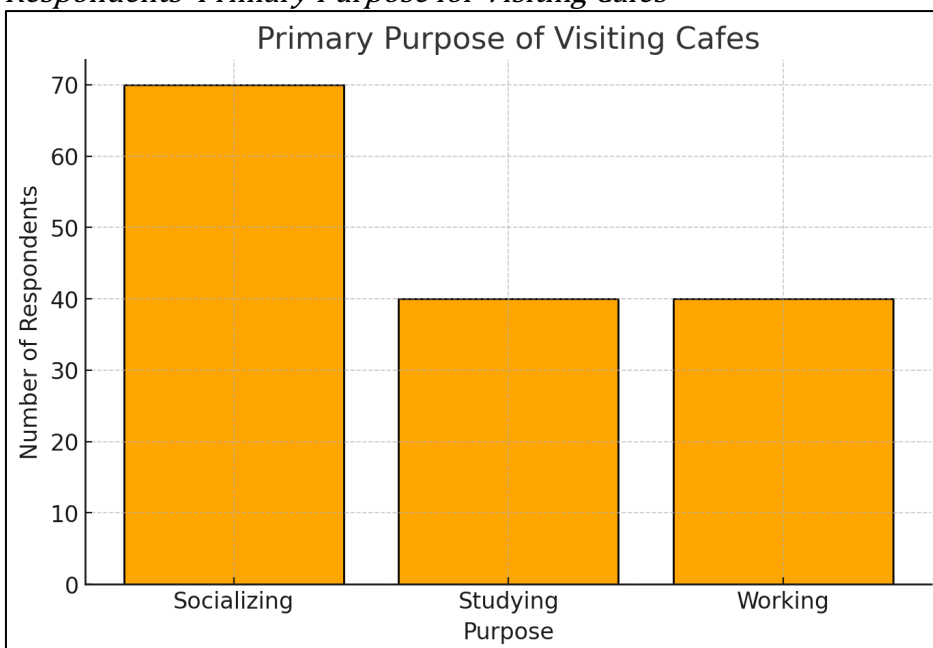


Source: Research Data, 2025.

However, only 13% of respondents visit cafes once or twice per month. This finding reflects differences in preferences and needs among individuals in utilising cafes as social spaces. As noted by Oldenburg (1999), not all individuals share the same visitation patterns, as factors such as personal comfort, the purpose of the visit, and time availability influence their preferences for using cafes. Furthermore, socialising emerged as the most dominant purpose, followed by studying and working. Socialisation was identified as the primary motivation, emphasising the role of cafes as social spaces that foster interpersonal relationships. This can be observed in Figure 2.

Figure 2.

Respondents' Primary Purpose for Visiting Cafes



Source: Research Data, 2025.

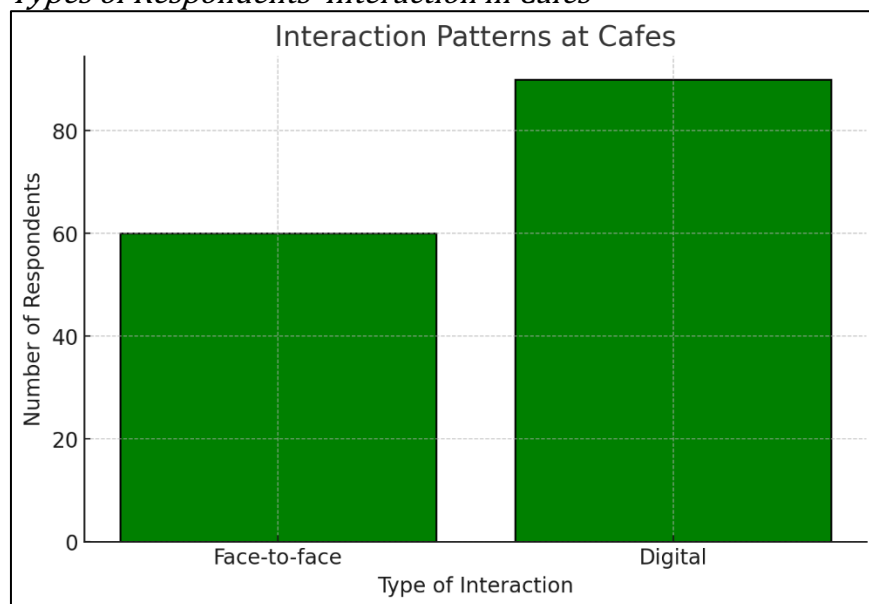
Based on Figure 2, it is evident that socialising is the primary purpose for 70 respondents, followed by studying (40 respondents) and working (40 respondents). The primary purpose for visiting cafes, as shown in Figure 2, reveals that the majority of respondents (46%) visit cafes for socialising. This finding aligns with the study by Khamis et al. (2017), which highlights that cafes often serve as spaces for strengthening social bonds and building networks in an environment conducive to interpersonal communication. Socialising in cafes allows young people to utilise aesthetically designed spaces for more interactive and meaningful experiences.

Approximately 26% of respondents reported studying as their primary purpose for visiting cafes. This finding corresponds with the study by Zomerdijk & Voss (2010), which emphasises that a well-designed cafe environment can enhance individuals' concentration and productivity. Factors such as comfort, internet access, and a less formal atmosphere make cafes a popular choice for students or learners to complete academic tasks.

Another purpose, working, was also reported by 26% of respondents. This highlights the role of cafes as flexible alternative workspaces. Spinuzzi (2012) notes that the growing number of freelancers and remote workers has driven demand for non-traditional workspaces. The relaxed yet productivity-supportive environment of cafes makes them ideal places for individual or collaborative work. Despite the dominance of digital interactions, cafes remain important spaces for physical interaction. This is shown in Figure 3.

Figure 3.

Types of Respondents' Interaction in Cafes



Source: Research Data, 2025.

Based on Figure 3, respondents are more engaged in digital interactions (90 individuals) than in face-to-face interactions (60 individuals). The presence of cafes broadens young people's social networks, though the quality of face-to-face communication may be hindered by using digital devices. The results shown in Figure 3 indicate that social interaction patterns in cafes are predominantly digital (60%) rather than face-to-face (40%). This finding supports the study by Rainie and Wellman (2012), which suggests that society today adopts a hybrid interaction pattern where digital devices play a key role in social communication. Young people tend to use cafes as social spaces that allow them to stay digitally connected while enjoying a supportive physical environment.

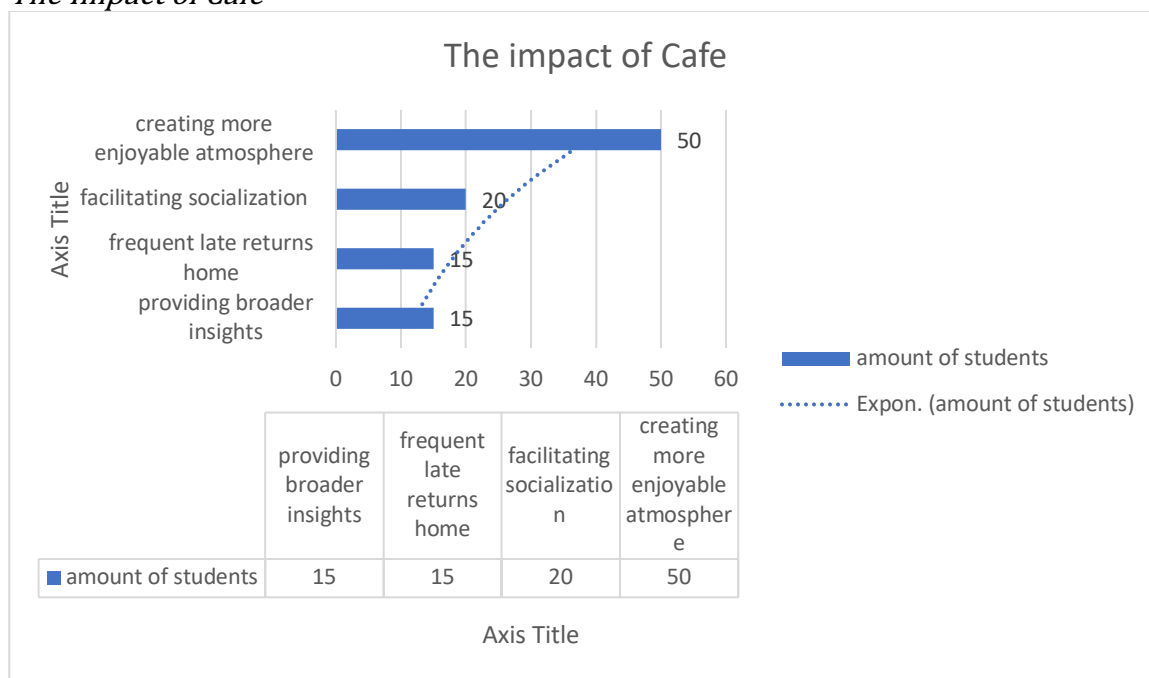
Face-to-face interaction still plays an important role despite its lower prevalence. This aligns with K. Hampton's (2014) findings, which show that although digital technology dominates, physical spaces like cafes remain relevant for strengthening social bonds through

direct conversation. In this context, cafes offer opportunities for more meaningful and personal interactions, even though these often occur in small groups.

The dominance of digital interaction can also be linked to the need for young people to multitask, such as working or studying while staying active on social media. As Turkle (2015) explains, technology has transformed how individuals interact, creating a preference for flexible digital connections over direct interactions that require greater time commitment. However, it is crucial to consider the long-term impact of this pattern, including the potential decline in the quality of interpersonal relationships.

Overall, cafes in the digital era provide a new space for interaction but also reinforce young people's tendency to integrate physical and digital experiences into their socialisation. This is illustrated in the following figure.

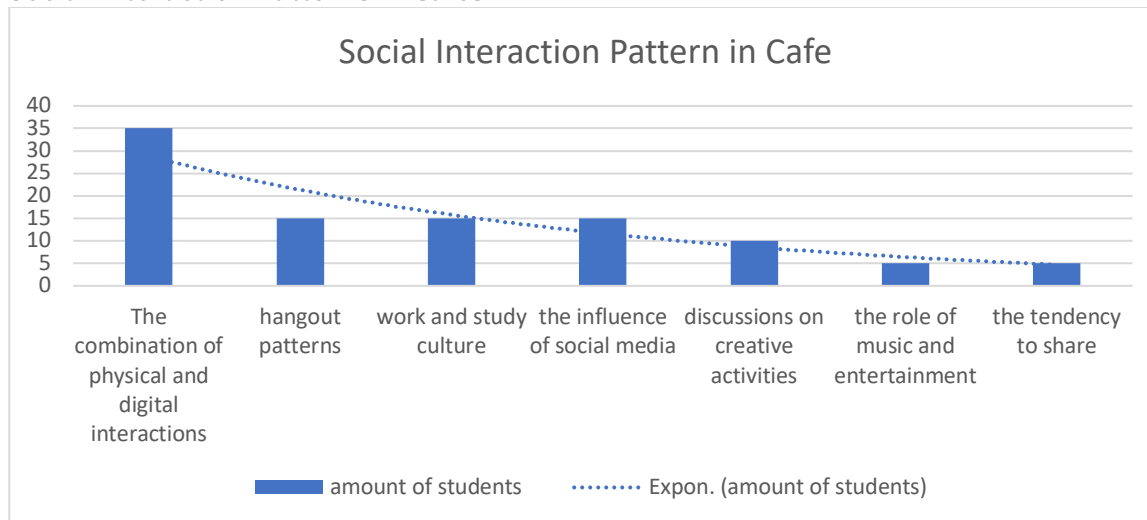
Figure 4.
The Impact of Cafe



Source: Research Data, 2025.

Creating a More Enjoyable Atmosphere (50 Students). This is the most dominant impact. Most students feel that the presence of cafes makes the atmosphere more enjoyable. This suggests that cafes function as places for relaxation and entertainment, directly contributing to students' positive experiences on campus. Facilitating Socialisation (20 Students). Cafes also serve as social hubs, making it easier for students to meet and interact with their friends. Although the number is not as high as the first impact, this still indicates that cafes provide a valuable space for social activities. Frequent Late Returns Home (15 Students) Some students feel that cafes influence their habit of frequently staying out late. This may indicate that cafes operate late or that students spend extended time in them, affecting their schedules. Broader Insights (15 Students). A number of students believe that cafes provide them with broader insights. This may mean that cafes create an environment that fosters the exchange of ideas and discussion, helping students expand their knowledge.

Cafes have a significant impact on making campus life more enjoyable and enhancing students' social experiences. The impacts on late-night habits and broader insights are less prominent compared to the positive effects on atmosphere and socialisation. Campus management or cafe operators may want to consider ways to optimise the social benefits of cafes while managing negative impacts such as late-night habits.

Figure 5.*Social Interaction Patterns in Cafes*

Source: Research Data, 2025.

The combination of physical and digital interactions has the highest score of 35, indicating that the integration of the two is highly dominant in today's social life. Hangout patterns, work and study culture, and the influence of social media each scored 15, demonstrating a balanced and significant role of these aspects in daily life. Discussions and creative activities scored 10, which, while lower than other categories, still play an important role in driving social interaction and creativity. The role of music and entertainment, along with the tendency to share, each scored 5. Although these aspects are less prioritised, they remain relevant as components of the overall social experience. This analysis highlights how various elements interact and influence social and cultural life in the digital era.

Conclusion

This study reveals that cafes in the digital era serve as significant social spaces for young people, offering hybrid interaction experiences that combine physical and digital engagement. The majority of respondents visit cafes regularly for socialising, studying, or working, with digital interactions being the dominant pattern. However, the findings also highlight potential disruptions to face-to-face communication due to excessive use of digital devices. Therefore, efforts are needed to design cafe spaces that balance direct social interaction with digital engagement. This study makes a vital contribution to understanding the dynamics of youth socialisation in the digital era and serves as a foundation for further research on adaptive social space design to meet the needs of today's generation.

This research makes a significant contribution to understanding the role of cafes as hybrid social spaces in the digital era. The findings indicate that cafes not only function as physical socialising spaces but also support digital interactions. This opens opportunities for cafe managers to design spaces that balance face-to-face and digital interaction, thereby enhancing customers' social experiences. Additionally, this study contributes to academic literature by offering a new perspective on youth socialisation patterns. It reveals that cafe visitation frequency and social interaction preferences are influenced by spatial design and technological accessibility. These findings can serve as a reference for interior designers, entrepreneurs, and policymakers to create spaces that are more inclusive and adaptable to the social and professional needs of young people.

The practical implications of this research are also relevant for the education and workplace sectors, where cafes can serve as models for creating more flexible learning and working environments. By understanding the dynamics of social interactions in cafes, institutions can adopt similar design elements to improve productivity and social engagement in work or learning spaces. Furthermore, this study lays the groundwork for future research on how spatial design affects individuals' social and emotional well-being.

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