One of the greatest challenges in United States public health is the growing number of people with disabilities, now numbering over 50 million. While there is a broad awareness about the usefulness of online mutual help groups, it is less well-known that individuals with disabilities have started to self-organize in grassroots initiatives in online virtual worlds, such as that of Second Life (SL). These immersive three-dimensional virtual worlds provide distinctive modes of cyber communication for people with disabilities through the shared co-presence of avatars, which are embodied simulated representations of selves. Unlike Facebook, however, avatar-based social interactions create a feeling of intimacy in sharing space, time and conversations concurrently. Ikegami will report a lively view from digital neighborhoods based on her four years of digital ethnography.