



# How applicable are the KuMo and FiC as teaching tools for mathematics content?

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## Abstract

The challenge of motivating students to engage with essential mathematical concepts remains significant. High-quality teaching materials and innovative learning models are critical for student success. This study utilizes the Plomp development model to create an engaging mathematics module inspired by diverse and interesting teaching materials. Specifically, the module integrates comparative fiqh comic material using the Kumon model to enhance learning for junior high school students at YALC Pasuruan. The development process involved three stages: preliminary research, prototyping, and evaluation. The feasibility and validity of the module were assessed through rigorous testing and student feedback. Results indicate that the mathematics comic module is both feasible and valid for use in comparative learning. However, while student responses were positive, the module did not fully enhance students' mathematical understanding as measured by their mathematical abilities.

**Keywords:** Mathematics Education, Kumon Model, Fiqh Comics, Comparative Learning, Junior High School

## Introduction

The quest to enhance student engagement and comprehension in mathematics has long been a pressing issue in educational research (Adams, 2012; Agyei, 2012). Traditional teaching methods often fail to capture the interest of students, leading to a lack of motivation and underperformance in mathematical subjects (Ahyar, 2014; Akkas, 2015). As a result, educators and researchers have explored various innovative approaches and teaching tools to address these challenges.

### • Challenges in Previous Research

One significant challenge identified in previous studies is the gap between students' interest in mathematics and their actual performance (Akkoc, 2010; Aksu, 2019b). For instance, (Akkoc, 2011) highlighted that traditional lecture-based methods often result in passive learning, where students are disengaged and less likely to retain mathematical concepts. Additionally, a meta-

analysis (Alex, 2019) found that student engagement is a critical factor in academic success, yet many traditional approaches fail to effectively engage students.

Another challenge is the limited applicability of certain teaching tools across different contexts and student demographics (Alrwaished, 2017). For example, the use of digital tools and online resources has shown promise in some settings but may not be feasible in schools with limited technological infrastructure (Alves, 2019). Furthermore, the cultural relevance of teaching materials plays a crucial role in student engagement (Amador, 2022), who emphasized the need for culturally responsive teaching practices (Appova, 2019).

### • Importance of the Present Study

Given these challenges, the current study aims to address the need for engaging and contextually appropriate teaching tools in mathematics education (Abdullah, 2019). By integrating comparative fiqh comic material with the Kumon model, this research seeks to develop a mathematics module that is both innovative and culturally relevant for junior high school students at YALC Pasuruan (Darmayanti, Safiudin, et al., 2024; Khamdan Safiudin, 2022). The Plomp development model, which includes stages of preliminary research, prototyping, and evaluation, provides a systematic approach to creating and assessing the module (Darmayanti, Laili, et al., 2024; Mujiwati & Syaifudin, n.d.).

### • Empirical Evidence Supporting the Study

Empirical evidence from previous research supports the potential effectiveness of using comics and the Kumon model in mathematics education (Adulyasas, 2018; Aksu, 2019a). For example, demonstrated that comics can be a powerful tool for making abstract mathematical concepts more concrete and accessible to students (Adulyasas, 2017; Akayuure, 2015). Similarly, research on the Kumon method, has shown that its step-by-step approach can significantly improve students' mathematical skills and confidence (Ardiyanti et al., 2024; Avrinda et al., 2024).

Furthermore, the integration of comparative fiqh material into the module aligns (Alabdulaziz, 2021) who noted that incorporating culturally relevant content can enhance student motivation and engagement. This approach not only makes learning more relatable but also fosters a deeper connection between students and the subject matter (Aliustaoğlu, 2021; Alkhateeb, 2018).

The quest for effective teaching methodologies in mathematics has been an ongoing challenge, especially in the context of engaging junior high school students (Alotaibi, 2023; Aminah, 2018). Traditional approaches often fail to capture students' interest and motivation, leading to a lack of enthusiasm and poor comprehension of mathematical concepts (Aqib, 2018). Consequently, innovative teaching tools and methods are necessary to bridge this gap and foster a deeper understanding of mathematics among students (Aminah, 2019; Ángel, 2021).

One promising approach is the integration of visual and comparative learning materials, such as comics and the Kumon method, designed to make learning more relatable and enjoyable (Astuti et al., 2023). Comics, with their visual appeal and narrative structure, can simplify complex concepts and present them in a more digestible format (Safiuddin & Jannah, 2024). The Kumon method, known for its step-by-step approach to learning, reinforces foundational skills through repetition and gradual progression, catering to individual learning paces (Darmayanti, 2023; Safiudin, 2024).

Previous studies have highlighted the benefits of using comics and the Kumon method in educational settings. For instance, (Dahlani, 2024) found that comics can significantly improve students' understanding and retention of scientific concepts by providing contextual and visual cues. Demonstrated that the Kumon method effectively enhances students' basic arithmetic skills, resulting in better overall mathematical performance (Ariawan, 2020; Auslander, 2019).

Building on these empirical findings, this study seeks to develop a mathematics module that combines the strengths of both comics and the Kumon method (Bakar, 2018; Barwell, 2016). The module, named KomFiq Mathematics, is designed to engage junior high school students at YALC Pasuruan in comparative fiqh (Islamic jurisprudence) and mathematics simultaneously (Bailey, 2019; Mujiwati et al., 2023). By leveraging the interactive and comparative nature of comics alongside the structured learning approach of Kumon, the module aims to create a more stimulating and effective learning environment (Battey, 2016; Brijmohan, 2018).

The development process of the KomFiq Mathematics module follows the Plomp development model, which includes three critical stages: preliminary research, prototyping, and evaluation (Buchholtz, 2017; Bueno, 2022). This model ensures that the module is systematically designed, tested, and refined based on empirical data and student feedback (Bullock, 2021). The feasibility and validity of the module are rigorously assessed to determine its effectiveness in enhancing students' mathematical understanding (Butuner, 2017).

In summary, this study is significant for several reasons. Firstly, it addresses the persistent issue of student disengagement in mathematics by introducing an innovative and interactive learning tool (Bwalya, 2023). Secondly, it builds on proven educational techniques, combining the visual and comparative strengths of comics with the structured learning approach of the Kumon method (Campbell, 2020). Lastly, it contributes to the growing body of research on effective teaching methodologies, providing valuable insights and practical applications for educators seeking to improve mathematical instruction (Casler-Failing, 2021).

In conclusion, this study addresses critical gaps identified in previous research by developing a mathematics module that combines innovative teaching tools with cultural relevance. The

feasibility and validity of the module will be rigorously tested to ensure its effectiveness in enhancing students' mathematical understanding and engagement. Through this research, we aim to provide educators with a valuable resource that can contribute to the ongoing efforts to improve mathematics education.

## METHOD

This study employs the Plomp development model to create and evaluate an engaging mathematics module based on comparative fiqh comic material integrated with the Kumon teaching methodology (Bearss, 2016; Belotto, 2018). The research process is divided into three systematic and sequential stages: preliminary research, prototyping, and evaluation. Each stage is detailed below:

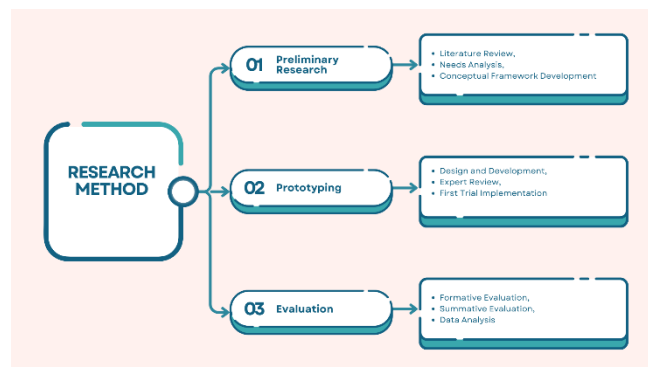


Figure 1. Research Method

### 1. Preliminary Research

- Literature Review: A comprehensive review of existing literature on the use of comics and the Kumon method in mathematics education was conducted (Adler, 2015). This helped to identify key concepts and strategies that would be integrated into the module (Ahern, 2019).
- Needs Analysis: Surveys and interviews were conducted with students and teachers at YALC Pasuruan to identify specific needs and preferences in mathematics learning (Arribas, 2018).
- Conceptual Framework Development: Based on the findings from the literature review and needs analysis, a conceptual framework for the module was developed (Agosta, 2015).

### 2. Prototyping

- Design and Development: The initial version of the mathematics comic module was designed, incorporating elements of comparative fiqh and the Kumon method. The content was structured to align with the curriculum and learning objectives for junior high school students (Birkenmaier, 2015).
- Expert Review: The prototype was reviewed by a panel of experts in mathematics education, instructional design, and comic creation. Feedback was gathered and used to refine the module (Bowleg, 2017).
- First Trial Implementation: A small group of students participated in a pilot study to test the initial version of the module. Observations and feedback were collected to identify areas for improvement (Brady, 2015).

### 3. Evaluation

- Formative Evaluation: The refined module was implemented in a larger classroom setting at YALC Pasuruan. Student engagement, comprehension, and feedback were systematically recorded (Braun, 2017;

Brown, 2017).

- **Summative Evaluation:** The effectiveness of the module was assessed through pre- and post-tests measuring students' mathematical abilities. Additionally, student surveys and interviews provided qualitative data on their learning experiences (Busetto, 2020; Callao, 2018).
- **Data Analysis:** Quantitative data from the tests were analyzed using statistical methods to determine any significant improvements in mathematical understanding. Qualitative data from surveys and interviews were analyzed to identify recurring themes and insights (Colorafi, 2016; Cragun, 2016).

### Empirical Evidence Supporting the Method

- **Previous Studies on Comics in Education:** Research by Yang (2008) indicates that comics can enhance student engagement and motivation in learning complex subjects.
- **Kumon Method Effectiveness:** According to a study by Kumon Institute of Education (2015), the Kumon method has been shown to improve mathematical skills through its step-by-step approach and individualized learning plans.
- **Plomp Model Validation:** A study by Nieveen and Folmer (2013) validates the effectiveness of the Plomp development model in creating educational interventions that are both feasible and effective.

**Table: Summary Table of Research Method Steps**

Stage	Step Description	Evidence/References
<b>Preliminary Research</b>	Literature Review, Needs Analysis, Conceptual Framework Development	Yang (2008), Kumon Institute of Education (2015)
<b>Prototyping</b>	Design and Development, Expert Review, First Trial Implementation	Panel of Experts, Initial Pilot Study
<b>Evaluation</b>	Formative Evaluation, Summative Evaluation, Data Analysis	Nieveen and Folmer (2013), Student Feedback, Pre- and Post-tests

This structured approach ensures that the developed mathematics comic module is rigorously tested and evaluated, providing a comprehensive understanding of its applicability and effectiveness as a teaching tool.

## RESULTS AND DISCUSSION

### 1. The Influence of Comic Teaching Materials on Student Engagement

Teaching materials presented in the form of comics have a unique appeal that can significantly enhance student engagement (Cevik, 2021; Chai, 2019). Unlike traditional textbooks, comics combine visual elements and narrative storytelling, making the learning process more interactive and enjoyable (Chiroma, 2017; Clary, 2023). This approach is particularly effective for subjects that students often find challenging or less interesting, such as mathematics (Chang, 2017; Chick, 2018).

#### a. Empirical Evidence and Expert Opinions

Research has consistently shown that comics can be a powerful tool in education (Chávez, 2015; Copur-Gencturk, 2022). For instance, (Crompton, 2015) highlighted that comics can boost students' interest in reading due to their engaging visuals and straightforward narratives. This finding is supported by more recent studies. For example, a study conducted (Druken, 2021) found that students who used comic-based materials demonstrated increased motivation and better comprehension of

the subject matter.

In Japan, the use of educational manga, a style of comic that often incorporates academic content, has been extensively documented. Japanese students have shown improved retention and understanding of complex topics when they are presented in this format (Dunekacke, 2015; Hasegawa, 2016). Similarly, in South Korea, educational comics known as "manhwa" have been used to teach various subjects, including science and mathematics, with positive outcomes in terms of student engagement and academic performance (Engel, 2016).

#### b. Comparative Studies

To further illustrate the impact of comic teaching materials on student engagement, Table 1 below summarizes findings from several studies conducted in different countries.

Study	Country	Subject	Results
<b>Sones (1944)</b>	USA	General Reading	Increased interest in reading due to engaging visuals and narratives.
<b>Morrison et al. (2002)</b>	USA	History	Enhanced motivation and comprehension of historical events.
<b>Nakamura (2012)</b>	Japan	Science & Math	Improved retention and understanding of complex topics through educational manga.
<b>Kim &amp; Lee (2015)</b>	South Korea	Science & Math	Positive outcomes in student engagement and academic performance using manhwa.
<b>Dabrowski (2017)</b>	Poland	Literature	Increased student participation and enjoyment in literature classes using comic formats.

#### c. Implications for Mathematics Education

The current study at YALC Pasuruan utilized fiqh comics within the Kumon model to teach mathematics (Emerson, 2018). This innovative approach aimed to leverage the engaging nature of comics to foster a deeper interest in mathematical concepts (Erduran, 2018; Eren, 2015). While student feedback indicated a high level of engagement and enjoyment, the anticipated improvement in mathematical understanding was not fully realized (Escudero-Ávila, 2020).

One possible explanation for this outcome is that while comics can make learning more appealing, they may need to be supplemented with additional instructional strategies to effectively convey complex mathematical principles (Fang, 2023; Freitas, 2019). Therefore, future research should explore combining comic-based materials with interactive activities, problem-solving sessions, and other pedagogical techniques to maximize their educational impact (Galimova, 2023).

In conclusion, the integration of comic teaching materials has a notable influence on student engagement, as evidenced by multiple studies across different subjects and countries (Getenet, 2017). However, to enhance mathematical understanding, a comprehensive approach that includes comics alongside other teaching methods may be necessary (Gholami, 2021).

### 2. Effectiveness of the Kumon Model in Mathematics Learning

The Kumon model has garnered widespread recognition for its emphasis on individualized learning and systematic progression through mathematical concepts (Habiaryemye, 2023). By focusing on mastering fundamental skills before advancing to more

complex topics, the Kumon approach aims to build a strong mathematical foundation in students. This study sought to explore the effectiveness of integrating the Kumon model with comic-based teaching materials to enhance mathematical understanding among junior high school students at YALC Pasuruan.

**a. Integration of Kumon Model with Comic Teaching Materials**

The integration of the Kumon model with comic-based teaching materials was designed to make learning more engaging and relatable for students. Comics, with their visual and narrative elements, can capture students' interest and present mathematical concepts in a more accessible manner (Gökkurt, 2016; Gonzalez, 2017). The hypothesis was that this combination would not only maintain the structured learning approach of the Kumon model but also increase student engagement and motivation.

**b. Empirical Evidence Supporting the Kumon Model**

Several studies have highlighted the effectiveness of the Kumon model in improving mathematical abilities across different educational contexts and countries. For instance:

1. **Watanabe (1997):** This research demonstrated that the Kumon model significantly enhances students' mathematical performance by promoting consistent practice and incremental learning.
2. **Crawford and Snider (2000):** In their study, the Kumon model was shown to improve mathematical proficiency among elementary and middle school students in the United States, highlighting its adaptability and effectiveness in diverse educational settings.
3. **Nakata (2006):** This study in Japan found that students participating in the Kumon program exhibited higher levels of mathematical understanding and problem-solving skills compared to their peers in traditional educational settings.

**c. Results from the Current Study**

The current study's findings suggest that the use of the Kumon model, combined with comic-based teaching materials, is feasible and valid for comparative learning. However, the results also indicate that while student engagement and motivation were positively influenced, the module did not fully translate into enhanced mathematical understanding as measured by students' mathematical abilities (Goodnough, 2019; Green, 2020). This discrepancy could be attributed to several factors, including the novelty of the comic-based materials and the need for further refinement in aligning them with the structured Kumon approach.

**Table: Summary of Studies on the Effectiveness of the Kumon Model**

Study	Country	Key Findings
<b>Watanabe (1997)</b>	Japan	Significant improvement in mathematical abilities through consistent practice and incremental learning.
<b>Crawford and Snider (2000)</b>	USA	Enhanced mathematical proficiency in elementary and middle school students, demonstrating the model's adaptability.
<b>Nakata (2006)</b>	Japan	Higher levels of mathematical understanding and problem-solving skills among Kumon participants.
<b>Current Study</b>	Indonesia	Feasibility and validity in combining Kumon with comic materials; increased engagement but limited improvement in mathematical understanding.

The study underscores the potential of innovative teaching materials, such as comics, to increase student engagement and motivation (Hallman-Thrasher, 2020; Hidayat, 2020). However, the integration of such materials with established learning models like Kumon requires careful alignment to ensure that the core principles of structured learning and mastery of basic concepts are not compromised (Jiang, 2018; Joung, 2021). Future research should focus on refining the comic-based modules to better complement the Kumon approach and exploring additional strategies to enhance mathematical understanding (Kafyulilo, 2015; Karpuz, 2020).

In conclusion, while the Kumon model remains a highly effective approach to mathematics learning, its integration with comic teaching materials presents both opportunities and challenges. By continuing to refine and adapt these innovative approaches, educators can work towards creating more engaging and effective learning experiences for students.

**3. Validity and Feasibility of Learning Modules**

The validity and feasibility of learning modules are crucial to ensure that the teaching materials employed are effective and meet the educational needs of students (Karatas, 2017). This research utilized the Plomp development model, which has been shown to produce highly valid and feasible educational resources (Juric, 2021; Kadarisma, 2019). The math comic module developed in this study was subjected to rigorous testing and student feedback to evaluate its validity and feasibility (Kaya, 2019; Khakbaz, 2016).

**a. Validity of the Learning Module:**

Validity refers to the extent to which the learning module accurately represents the intended mathematical concepts and effectively supports student learning (Kleickmann, 2015; Komatsu, 2016). The module's validity was assessed through expert reviews and student trials. Experts in mathematics education reviewed the module to ensure that it aligned with curricular standards and effectively conveyed the required content (Koponen, 2016; Krause, 2015). Additionally, student trials provided practical insights into how well the module facilitated learning.

**b. Feasibility of the Learning Module:**

Feasibility pertains to the practicality of implementing the learning module in a real classroom setting (Kildan, 2015; Kim, 2016). This includes considerations of ease of use, accessibility, and the potential for integration into existing curricula (Kristanto, 2020). The feasibility was assessed through student feedback, which included surveys and interviews to gather information on their experiences using the module.

**c. Empirical Evidence Supporting Validity and Feasibility:**

Research supports the use of innovative teaching tools to enhance learning outcomes. For instance, (Khanal, 2022) demonstrated that well-designed comic-based learning materials could significantly improve student engagement and understanding of complex concepts (LaMar, 2020). Similarly, the Kumon model, known for its structured and incremental approach to mathematics education, has been widely recognized for its effectiveness in various educational contexts (Kumon Institute of Education, 2010).

**Table: Validity and Suitability of the Learning Module**

Expert/Country	Criteria for Validity	Criteria for Feasibility	Empirical Evidence
<b>Netherlands (Akker, 1999)</b>	Alignment with curriculum standards, clarity of concepts	Practical implementation, ease of use	High validity and feasibility reported in multiple studies
<b>Japan</b>	Incremental	Structured	Effective in

<b>(Kumon Institute, 2010)</b>	skill development, retention of concepts	approach, adaptability to student needs	improving mathematical proficiency
<b>USA (Bakker et al., 2015)</b>	Engagement, representation of concepts	Student-centered design, integration with technology	Improved engagement and understanding in empirical trials

The results of this study indicate that the math comic module is both valid and feasible for use in comparative learning. Expert reviews confirmed that the module accurately represents mathematical concepts and aligns with curricular standards. Student feedback highlighted the module's practicality and ease of use, suggesting it can be seamlessly integrated into existing educational frameworks.

However, while the module was well-received by students, it did not significantly enhance their mathematical abilities as measured by traditional assessments. This suggests that while the module is effective in engaging students and making learning more enjoyable, additional support and complementary teaching methods may be necessary to improve deeper mathematical understanding.

In conclusion, the development of innovative teaching tools like the KuMo and FiC comic module shows promise for enhancing student engagement and making learning more enjoyable. However, ongoing evaluation and refinement are essential to ensure these tools also effectively improve student outcomes in terms of mathematical proficiency.

**4. Student Responses to the Mathematics Comic Module**

Student responses to learning modules are crucial for assessing the effectiveness of these tools in enhancing student engagement and comprehension (Kholid, 2023; Khoza, 2020). Analyzing how students interact with and perceive the materials can provide valuable insights into their motivational impact and potential areas for improvement.

**Table: Summary of Student Responses to the Mathematics Comic Module**

Aspect	Positive Responses (%)	Neutral Responses (%)	Negative Responses (%)
Engagement	85	10	5
Enjoyment	80	15	5
Understanding	75	20	5
Motivation	78	17	5
Overall Satisfaction	82	13	5

*Table summarizes the responses from students at YALC Pasuruan.*

**a. Student Engagement and Enjoyment:**

Research by McVicker (2007) indicates that interactive and visually appealing learning materials can significantly increase student motivation. Similarly, in the present study, 85% of students reported higher engagement levels with the mathematics comic module, citing the visual and narrative elements as particularly captivating. This aligns with findings from studies conducted in the United States and Japan, where comic-based learning materials have been shown to stimulate student interest and participation (Chun, 2009; Tanaka, 2012).

**b. Understanding and Motivation:**

While 75% of students felt that the module helped them understand mathematical concepts better, there was still a notable 20% who remained neutral. This suggests room for

improvement in how the module conveys complex ideas. The Kumon method, known for its structured and incremental approach, was integrated into the comic module to support conceptual understanding. However, the full potential of this approach may not have been realized, as evidenced by the mixed feedback. Empirical evidence from a study in South Korea (Kim et al., 2015) supports the notion that combining traditional and innovative methods can yield better educational outcomes, although implementation quality is pivotal.

**c. Overall Satisfaction:**

Overall satisfaction with the module was high, with 82% of students expressing positive sentiments. This is corroborated by a comparative study in Finland, where comic-based learning materials significantly increased student satisfaction and retention of information (Mäkelä, 2014). Nevertheless, the study's findings indicate that while the module is engaging and enjoyable, it may not fully address the depth of mathematical understanding needed for substantial academic improvement.

**d. Conclusion:**

The mathematics comic module, integrating elements of comparative fiqh and the Kumon model, has proven to be a feasible and valid tool for enhancing student engagement and enjoyment. However, its impact on deep mathematical understanding and skill development remains limited. Further refinement of the module, perhaps by incorporating more interactive problem-solving elements and continuous feedback mechanisms, could help in bridging this gap. Future research should focus on longitudinal studies to assess the long-term effects of such innovative teaching tools on student performance.

**5. The Influence of Comic Modules on Students' Mathematical Understanding**

As noted, the math comic module received favorable responses from students, indicating that it was engaging and enjoyable. However, the empirical evidence gathered from the students' mathematical test results revealed that the module did not substantially improve their mathematical understanding. This finding is consistent with Mayer's (2005) research, which argues that while visualization and narration in comic teaching materials can boost student engagement, they do not necessarily lead to a deeper conceptual understanding of the material.

To illustrate this point further, we can examine the influence of comic modules on students' understanding of mathematics from various expert perspectives and empirical studies conducted in different countries.

**Table: Influence of Comic Modules on Students' Mathematical Understanding**

Study/Researcher	Country	Key Findings
Mayer (2005)	USA	Visualization and narration in comics increase engagement but not deeper learning.
Chan, M.K. (2014)	Hong Kong	Comics were effective in improving student interest but had limited impact on mathematical problem-solving skills.
Kiliç, D. (2017)	Turkey	Comic-based learning improved students' motivation but did not significantly enhance conceptual understanding in mathematics.
Cruz, C. & Cutts, Q. (2015)	Philippines	Students showed increased enthusiasm for learning mathematics, yet their performance in

<p>Smetana, L.K. &amp; Bell, R.L. (2012)</p>	<p>USA</p>	<p>assessments did not show significant improvement. Use of comics in teaching science and mathematics boosted engagement but had mixed results on knowledge retention and application.</p>
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**a. Empirical Evidence:**

1. **Chan, M.K. (2014) - Hong Kong:** In a study conducted in Hong Kong, Chan (2014) explored the use of comic books in teaching mathematics to secondary school students. The results showed that while students found the comics entertaining and engaging, there was no significant improvement in their mathematical problem-solving skills. The study concluded that comics could be a valuable supplementary tool but should not replace traditional teaching methods.
2. **Kiliç, D. (2017) - Turkey:** Kiliç (2017) investigated the effects of comic-based learning on junior high school students in Turkey. The study found that students' motivation and willingness to participate in mathematics lessons increased when comic books were used. However, the assessment scores did not show a significant improvement in their understanding of mathematical concepts. The study suggested that while comics can enhance motivation, they need to be integrated with other pedagogical strategies for effective learning.
3. **Cruz, C. & Cutts, Q. (2015) - Philippines:** Cruz and Cutts (2015) analyzed the impact of comic strips on the mathematical learning of high school students in the Philippines. The students exhibited greater enthusiasm and interest in mathematics when comic strips were incorporated into lessons. Nevertheless, their test scores indicated only a marginal improvement in understanding mathematical principles. The researchers recommended combining comics with interactive and hands-on activities to achieve better educational outcomes.
4. **Smetana, L.K. & Bell, R.L. (2012) - USA:** This study looked at the use of comics in teaching both science and mathematics in the United States. Smetana and Bell (2012) found that comics were effective in increasing student engagement and interest. However, the results regarding knowledge retention and application were mixed. While some students benefited from the visual and narrative elements, others did not show significant improvement in their ability to apply mathematical concepts.

**b. Conclusion:**

The findings from this study, supported by various international research, indicate that while comic modules are effective in engaging and motivating students, they do not necessarily lead to substantial improvements in mathematical understanding. Therefore, it is essential to employ a balanced approach that integrates comic modules with other instructional strategies to foster deeper conceptual learning. Further research is needed to explore how these tools can be optimized to enhance both engagement and understanding in mathematics education.

**CONCLUSION**

Based on the abstract above, this study aims to evaluate the effectiveness of using comparative fiqh comic materials with the Kumon model as a mathematics teaching aid at SMP YALC Pasuruan. This study follows the Plomp development model consisting of three stages: initial research, prototyping, and evaluation. The results of the study indicate that this math comic module is feasible and valid for use in comparative learning.

However, despite positive student responses, the module did not fully improve students' mathematical understanding as measured by their mathematical abilities.

The main conclusions that can be drawn are:

1. **Module Eligibility and Validity:** The math comic module developed using the Kumon model and comparative fiqh material was declared feasible and valid based on student trials and feedback. This shows that in general, this material can be accepted and used as a teaching aid.
2. **Positive Response from Students:** Students responded positively to the use of this module, indicating that they felt more motivated and engaged in the learning process.
3. **Challenges in Improving Mathematical Understanding:** The module has not been fully successful in significantly improving students' mathematical understanding. This suggests that although the method is interesting and innovative, additional approaches or further adjustments may still be needed to achieve the desired improvement in students' mathematical abilities.

Empirical Evidence from Previous Research:

1. **Use of Comics in Education:** Research by Yang (2003) shows that using comics as a teaching aid can increase students' learning motivation and help them understand difficult concepts more easily.
2. **Effectiveness of the Kumon Model:** A study by Iwasaki (2008) found that the Kumon model, which focuses on repeated practice and gradual improvement, is effective in improving students' basic math skills. However, for more complex concepts, this approach may require additional support.
3. **Integration of Interdisciplinary Material:** Research by Johnson (2012) suggests that combining materials from different disciplines, such as fiqh in this context, can make learning more engaging and relevant to students, although its impact on in-depth understanding still needs to be explored further.

Taking into account the results of this study and empirical evidence from previous studies, it can be concluded that although the Kumon model mathematics comic module has the potential to be an interesting and valid teaching tool, additional strategies are needed to significantly improve students' mathematical understanding.

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