

**UNITED STATES
SECURITIES AND EXCHANGE COMMISSION**
Washington, D.C. 20549

FORM 6-K

**REPORT OF FOREIGN PRIVATE ISSUER PURSUANT TO RULE 13a-16 OR 15d-16 UNDER THE
SECURITIES EXCHANGE ACT OF 1934**

For the month of February, 2020

Commission File Number 001-39001

Blue Hat Interactive Entertainment Technology

(Translation of registrant's name into English)

**7th Floor, Building C, No. 1010 Anling Road
Huli District, Xiamen, China 361009**

(Address of principal executive office)

Indicate by check mark whether the registrant files or will file annual reports under cover of Form 20-F or Form 40-F. Form 20-F Form 40-F

Indicate by check mark if the registrant is submitting the Form 6-K in paper as permitted by Regulation S-T Rule 101(b)(1):

Note: Regulation S-T Rule 101(b)(1) only permits the submission in paper of a Form 6-K if submitted solely to provide an attached annual report to security holders.

Indicate by check mark if the registrant is submitting the Form 6-K in paper as permitted by Regulation S-T Rule 101(b)(7):

Note: Regulation S-T Rule 101(b)(7) only permits the submission in paper of a Form 6-K if submitted to furnish a report or other document that the registrant foreign private issuer must furnish and make public under the laws of the jurisdiction in which the registrant is incorporated, domiciled or legally organized (the registrant's "home country"), or under the rules of the home country exchange on which the registrant's securities are traded, as long as the report or other document is not a press release, is not required to be and has not been distributed to the registrant's security holders, and, if discussing a material event, has already been the subject of a Form 6-K submission or other Commission filing on EDGAR.

Attached hereto as Exhibit 99.1 and incorporated herein by reference is a copy of an Investor Presentation dated February 2020 of Blue Hat Interactive Entertainment Technology.

<u>Exhibit No.</u>	<u>Description of Exhibit</u>
<u>99.1</u>	<u>Investor Presentation dated February 2020</u>

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, the registrant has duly caused this report to be signed on its behalf by the undersigned, thereunto duly authorized.

Date: February 7, 2020

**BLUE HAT INTERACTIVE
ENTERTAINMENT TECHNOLOGY**

By: /s/ Xiaodong Chen

Name: Xiaodong Chen

Title: Chief Executive Officer and Director



**Blue Hat Interactive
Entertainment Technology
(NASDAQ: BHAT)**

Investor Presentation

February 2020

Forward-Looking Statements

- This presentation contains forward-looking statements that are based on the beliefs and assumptions of the management team of Blue Hat Interactive Entertainment Technology (“Blue Hat”), and on information currently available to such management team. These forward-looking statements are subject to numerous risks and uncertainties, many of which are beyond Blue Hat’s and its subsidiaries’ and affiliates’ control. All statements, other than statements of historical fact, contained in this presentation, including statements regarding future events, future financial performance, business strategy and plans, and objectives of Blue Hat for future operations, are forward-looking statements. Although Blue Hat does not make forward-looking statements unless it believes it has a reasonable basis for doing so, Blue Hat cannot guarantee their accuracy. These statements are only predictions and involve known and unknown risks, uncertainties and other factors, which may cause the actual results, levels of activity, performance or achievements of Blue Hat and Blue Hat’s industry to be materially different from any future results, levels of activity, performance or achievements expressed or implied by these forward-looking statements. You should not place undue reliance on any forward-looking statement. Blue Hat undertakes no obligation to update or revise publicly any of the forward-looking statements after the date hereof to conform the statements to actual results or changed expectations except as required by applicable law.
- This presentation contains industry, statistical and market data from Blue Hat’s internal estimates and research as well as from third party publications, surveys and reports. Although Blue Hat has not independently verified the accuracy or completeness of the data contained in these industry publications, surveys and reports, Blue Hat believes the publications, surveys and reports are generally reliable, although such information is inherently subject to uncertainties and imprecise. In addition, the industry in which Blue Hat operates is subject to a high degree of uncertainty and risk due to a variety of important factors. As a result, these and other factors could cause results to differ materially from those expressed in the estimates made by Blue Hat and third parties.
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Company Overview

We are a producer, developer and operator of augmented reality (“AR”) interactive entertainment games, toys and educational materials in China.



https://youtu.be/_Fd9QRBryPA

Toys with AR and mobile game features

Immersive Education for Preschoolers

Community-based gaming platform



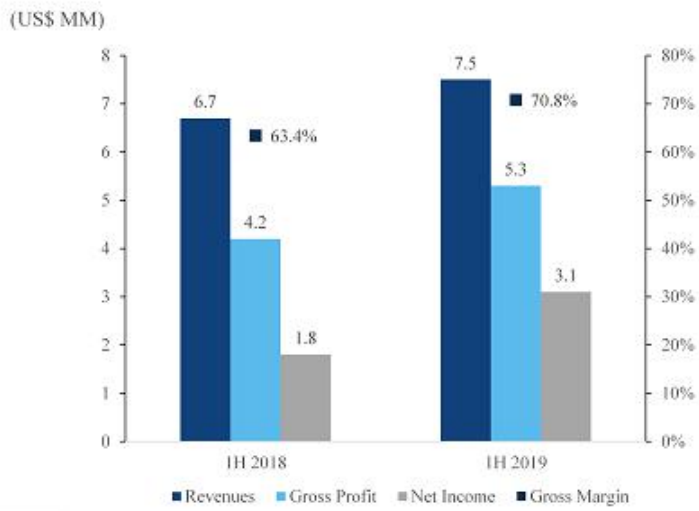
Investment Highlights

- Differentiated offerings in two main business lines: toys and education
- Diversified product portfolio for different age groups
- Strength in R&D: industry leader in research and development of AR technology, games and educational content
- Growth in both revenue and profitability



Financial Highlights

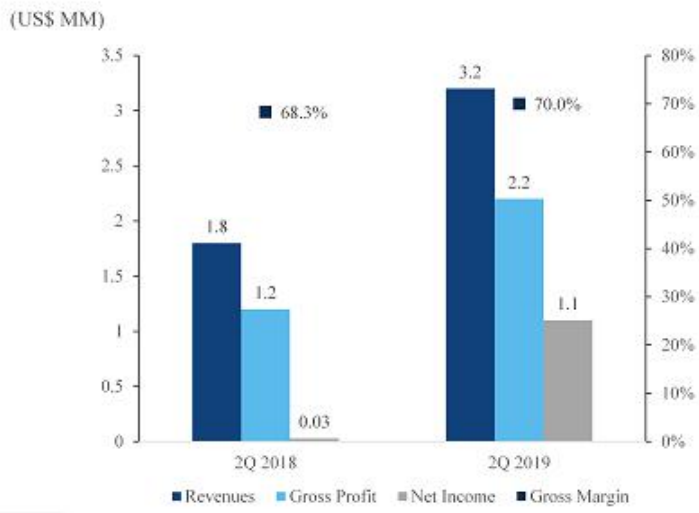
Revenue growth and profitability



IH 2018: Six Months Ended June 30, 2018 (unaudited)
IH 2019: Six Months Ended June 30, 2019 (unaudited)

Financial Highlights

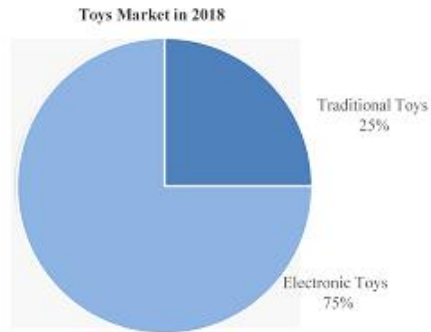
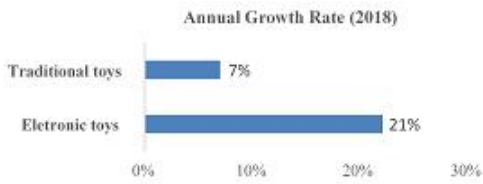
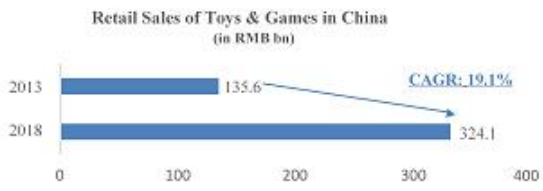
Revenue growth and profitability



2Q 2018: Three Months Ended June 30, 2018 (unaudited)
2Q 2019: Three Months Ended June 30, 2019 (unaudited)

Toys and Games Industry in China*

Shift towards intelligent and interactive products

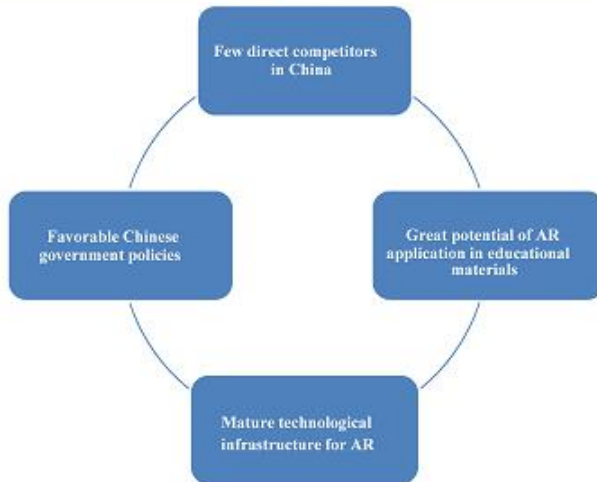


*Source: Euromonitor. Reflects approximations.

AR Interactive Entertainment Industry

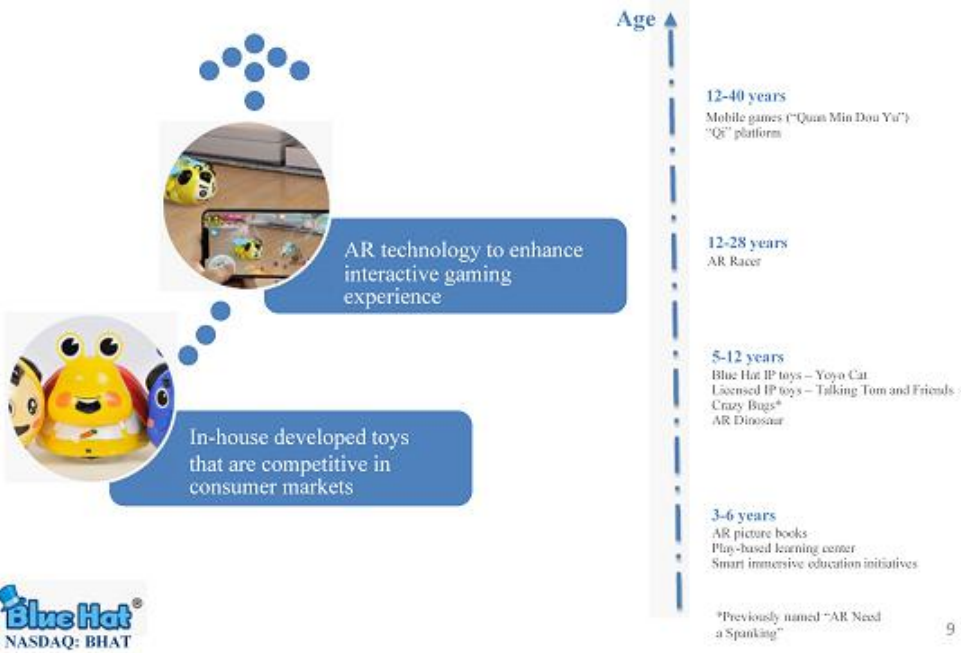
Global AR Industry Revenues in 2023:
\$85-90 billion*

Chinese AR Industry Revenues in 2020:
\$55 billion*



* Source: Digi-Capital. Reflects approximations.

Diversified Product Offering



Research and Development

- ~Half of headcounts are in research and development teams, located in Xiamen and Fuzhou, China

Software



Hardware

- Robust intellectual property portfolio covering:**

- Photosensitive induction technology
- Gesture-sensor technology
- Infrared induction technology
- AR identification technology



178

authorized patents*

44

patents in various stages of the patent application process*

71

registered trademarks*

645

copyrights for art work*

14

applications for PCT international patents*

27

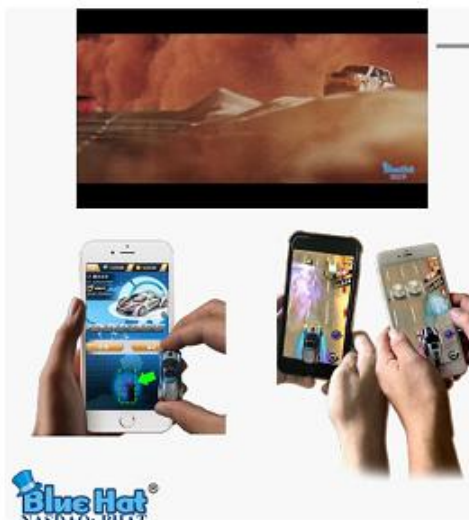
software copyrights*



* As of March 31, 2019.

Primary Products - AR Racer

AR Racer is a car-racing mobile game with a small physical toy car that is placed onto the user's mobile device screen.
<https://youtu.be/ksQjA8B6fml>



Physical toy car with nano-adhesive materials with lighting and vibration effects

Photosensitive recognition technology enables communication between the toy car and the game

Stimulant track and real feedback includes collisions in games, acceleration and physical car lights and vibration, creating enhanced racing experience

Primary Products – AR Crazy Bug

AR Crazy Bug (previously named "AR Need a Spanking") is an exciting combat game with a ladybug shaped electronic toy.

<https://youtu.be/ixbRBdNP1eY>

Seamless integration of hardware and software brings live gaming experience

Market-proved product upgraded with AR experience



Intelligent capture recognition technology synchronizes information with software in real time



Products in Development - Fidolle

Ball-jointed "smart doll"

Fidolle contains multiple built-in sensor chips allowing users to trigger challenges through Bluetooth technology



Nurturance product

Aid users in the development of communication and interpersonal skills

Fidolle community

Integrate online and offline relationships and activities with a dedicated communications forum and Fidolle platform using a variety of social games

Growth Strategy

- Open offline experience stores to strengthen sales and marketing
 - September 2018 – 1st offline experience store in Xiamen
 - October 2019 – 1st play-based learning center in Xiamen
 - Continue to open or franchise stores



- Enhance game content & new product launches
 - AR Dinosaur
 - AR Racer – new version
 - Fidolle – smart doll
- Strategic investments



Smart Immersive Education Initiatives

- Immersive educational products for use in preschools in China to enrich learning through AR technology
- Developed based on research by Blue Hat's in-house team of educational experts
- Instructors trained by Blue Hat
- Content developed according to latest government guidelines on preschool education
- Participating preschools include:
 - state-operated preschools
 - privately-operated preschools



Smart Screen Immersive Education Classes



Cognitive Immersive Education Classes



Physical Immersive Education Classes

Sales and Marketing – Offline and Online



~100 offline retailers in 5 provinces:
Jiangsu, Liaoning, Fujian, Sichuan and Shaanxi

Financial Summary

■ Income Statement Summary (unaudited)

	For the Three Months Ended June 30,		For the Six Months Ended June 30,	
	2019	2018	2019	2018
	(SUS MM)	(SUS MM)	(SUS MM)	(SUS MM)
Revenues	3.2	1.8	7.5	6.7
Gross Profit	2.2	1.2	5.3	4.2
<i>Gross Margin</i>	<i>70.0%</i>	<i>68.3%</i>	<i>70.8%</i>	<i>63.4%</i>
Net Income	1.1	0.03	3.1	1.8

■ Balance Sheet Summary (unaudited)

	June 30,	December 31,
	2019	2018
	(SUS MM)	(SUS MM)
Current assets	9.6	25.7
Total assets	38.2	35.5
Current liabilities	6.8	7.1
Total liabilities	6.8	7.2
Total equity	31.3	28.3

Contact

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Thank you!